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The best reviews & previews in our regular PS2 supplement

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PLAY

プレイステーション



The UK's Best Unofficial **PLAYSTATION** Magazine!

RIDGE RACER V

Start her up... The first official UK PlayStation2 reviews begin here!

Wipeout Fusion

Read all about it! The smoothest, fastest, loudest racer ever! Huge report!

Driver 2

Big two disc law-breaker gets a suitably large review!

INSIDE: OVER
800
GAMES RATED

PLUS

Spyro 3
Incredible Crisis
Aladdin
Prince Nas Boxing
Star Trek Invasion
Dead Or Alive 2
Top Gear Dare Devil
Smuggler's Run
Wild Wild Racing
Tomb Raider 5
Chicken Run
and more!



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Sir! Reporting for expansive full review! Sir!

Bloody noses and pop stars in...

MEDAL OF HONOR 2 | READY 2 RUMBLE 2



69

9 771358 947019

PLAY magazine issue 69 2000 RIDGE RACER V WIPEOUT FUSION DRIVER 2 SMUGGLER'S RUN MOTO GP SPYRO 3 MEDAL OF HONOR UNL. BACKGROUND WILD WILD RACING AND MORE...

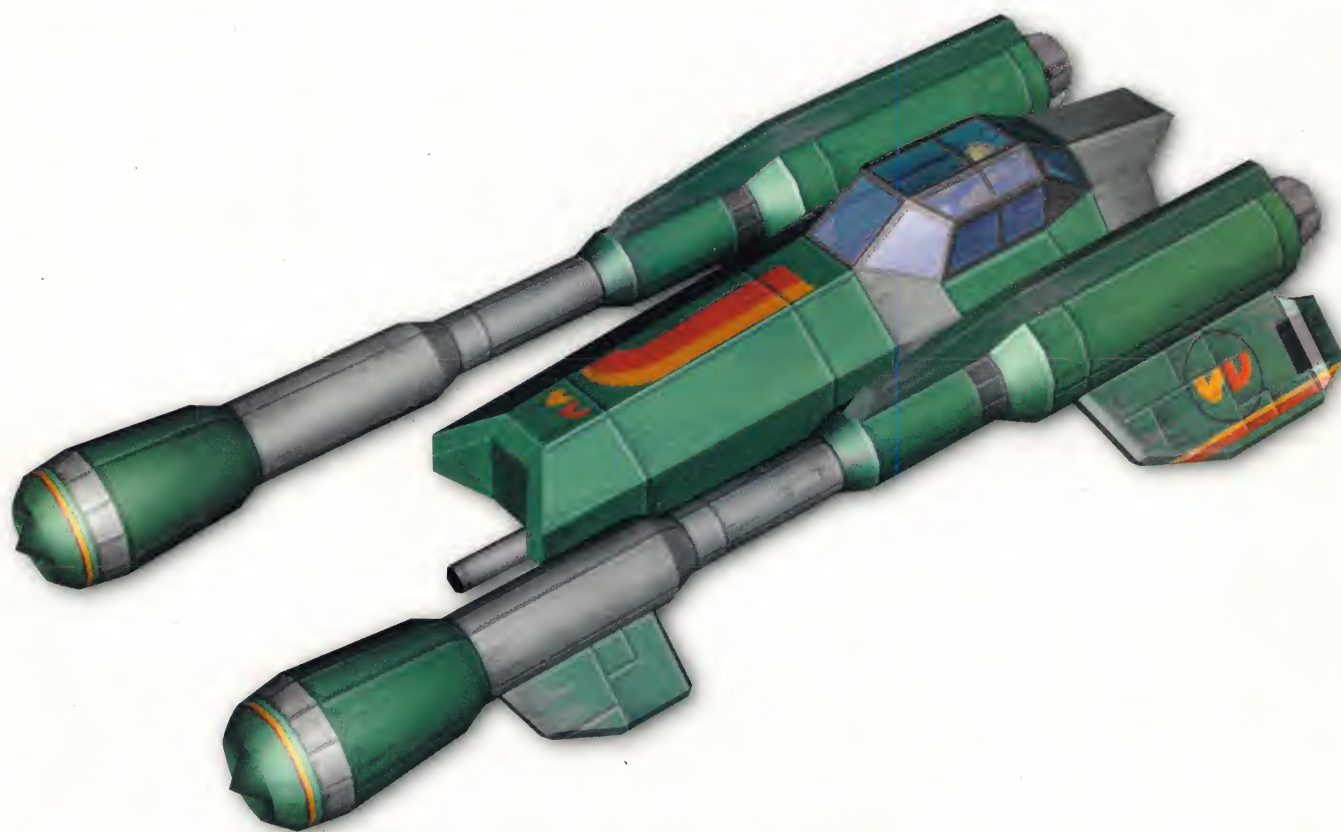
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BREATHTAKING MOVIE 'DINOSAUR'

Disney's DINOSAUR



van-uber
RACING DEVELOPMENT



WIPEOUT FUSION

WORKSTATION - TURN TO **PAGE 34** NOW



34 Wipeout Fusion

Sony's slick future racer rockets past the competition on PS2.

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It means In Car Entertainment, doofus.

immediate access
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the hottest reviews
In a hurry to find out what we thought of the latest games? Then follow this!



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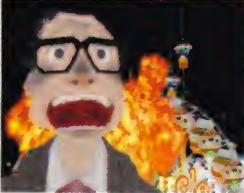
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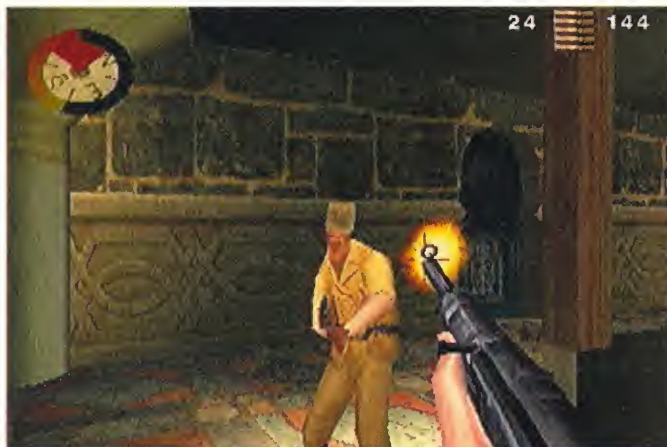


64 Incredible Crisis



44 TR Chronicles

Seal up the holes in the long running *Tomb Raider* saga, as Lara reflects on some of those special missions throughout her life which were never caught on camera – until now!



48 Medal Of Honor 2

Dreamworks' impatiently awaited prequel is finished at last! Find out if it was really worth the wait in the full review.



52 Driver 2

Our favourite undercover cop's got four new cities to race around and the ability to get out, stretch his legs and even steal a car...

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Ratings for every PlayStation game that has ever appeared in PLAY, plus heaps of extra information!

Edited By Graeme Nicholson

PLAYSTATION wired



MEDAL OF HONOR 2 READY 2 RUMBLE 2

Can you feel that? The tension in the air I mean. That's thousands of anxious gamers squeezing their eyes shut and wishing time would pass quicker. Thoughts which should be studiously focused on work or school are instead obsessing over a machine. At night, when the mind should be at rest, it is in fact screaming out in crippling anticipation of a new consumer electronics product. It's *this month*, you see, that PlayStation2 goes on sale here. Years of rumour and conjecture are about to come to an end. Yes, you've read enthusiastic accounts of foreign software and hardware, but there's no substitute for finding out first-hand: is it really that great? You're about to experience what we've been raving about since March. Have fun.

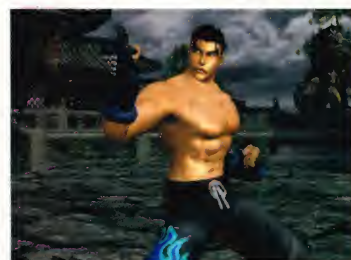
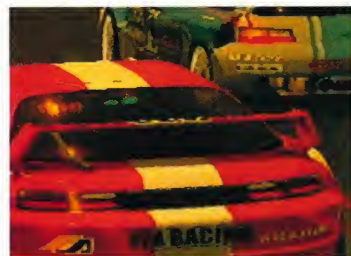
This month also sees the first batch of UK PlayStation2 games reviews in **PLAY**. No nonsense – these are the official PAL versions that will be in our shops and, God willing, your PS2. We'll be growing the PS2 coverage substantially, but don't worry, everything PlayStation-related will always be found in **PLAY** – PSX, PS one, PS2. Okay? Now dive in...

■ Graeme Nicholson
EDITOR

Stack'em Rack'em

Every PlayStation2 launch game revealed!

This is your last chance. Get saving. Sony has thankfully announced the complete list of games that will be available for PlayStation2 on its 24 November launch day. The titles lucky enough to sit proudly on the shelf next to the great machine on the big day amount to an impressive 33 games, though a couple of particularly sales hungry ditties will be sneaking out to retail from earlier in the month. So, without any further ado, it is with utmost pleasure that we reveal the PlayStation2 lineup in its splendid entirety...



[Above] Ridge Racer V, Smuggler's Run and Tekken Tag will all be available for your new PS2 at launch.

Aqua Aqua – Wetrix 2	SCI
Disney's Dinosaur	Ubisoft
Dynasty Warriors	Midas
Eternal Ring	Crave
Evergrace	Crave
F1 World Grand Prix	Konami
F1 World Racing Championship	Ubisoft
Fantavision	Sony
FIFA 2001	Electronic Arts
Gradius 3 & 4	Konami
ISS	Konami
Kessen	Electronic Arts
Madden NFL 2001	Electronic Arts
Midnight Club	Take 2
NHL 2001	Electronic Arts
Pro RC Revenge	Acclaim
Rayman Revolution	Ubisoft
Ready 2 Rumble Boxing: Round 2	Midway
Ridge Racer V	Sony
Silent Scope	Konami
SSX Snowboard Supercross	Electronic Arts
Super Bust-A-Move	Acclaim
Swing Away Golf	Electronic Arts
Smuggler's Run	Take 2
Summoner	THQ
Tekken Tag Tournament	Sony
TimeSplitters	Eidos
Type S	Electronic Arts
Theme Park World	Electronic Arts
Top Gear Daredevil	Kemco
Track & Field	Konami
Wild Wild Racing	Rage
X Squad	Electronic Arts



Arcade Ban!

In a move doubtlessly set to rescue the country from the brink of insanity, Malaysian authorities have ordered all videogame arcades shut down for fear that the nation's teenagers will become hopelessly addicted and surrender their youth. Suffice to say you shouldn't visit with a Game Boy or any slight inclination of a game-related smile.

A lot of terrible mistakes can be made by over-excited young folks buying most anything to put inside their new console around launch time, so take heed. We'd recommend *Tekken Tag Tournament*, *Smuggler's Run*, *Silent Scope*, *Ridge Racer V* and *Fantavision* out of that lot.

If you don't see the one you were waiting for, there's another quick squirt of software seeping into the stores before Christmas. The most important of these are *Dead Or Alive 2* (the re-worked 'Hardcore' version) and, if you believe there's any reason to

doubt our 33% mark, *Street Fighter EX3* will be soiling the shelves also. The main players due between January and March are *Dark Cloud*, *Star Wars: Starfighter*, *Knockout Kings 2001*, *The Bouncer*, *Unreal Tournament*, *Wipeout Fusion* and *Gran Turismo 3*.

So there we have it. Get yourself a clean jam jar, label it 'PS2 games fund' and start the ball rolling by placing a few earnest coins in the bottom before leaving it around the house to see if everyone else follows suit.

R U Lonesome Tonight?

It's very tricky these days buying games. Friendly £30 price point or not, ideally you would be able to check out *Cyber Ninja Turbo* before spending the cash. Helping out are Internet-based games rental company loangamer.co.uk, who are handing out PSX games for just 95p a day. Go visit.

nozin' around

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about - we'll do our utmost to find out all the juicy tidbits that the Sony PlayStation has to offer.

TAKING A SLASH

Rumours have reached us that a major European publisher (who has elected to remain unnamed for legal reasons) recently snapped up the rights to a game that will feature the unholy trinity of Jason Vorhees, Michael Myers and Freddy Krueger. The game will be a blood-thirsty 3D beat-'em-up with the emphasis very much on slapstick comedy. Since hearing that the game will feature the voice acting talents of Trevor McDonald, the PLAY team's breath has been well and truly baited. Expect more soon.

SIBLING RIVALRY

At a press conference for the forthcoming *Big Brother* PlayStation game an alleged brutal melee broke out when it was announced that the image of (big-hearted, small brained scouser) Craig's face would be taking up more than 79% of the game's cover. The announcement allegedly prompted (big-hearted, small brained) Darren to launch into a vitriolic attack on the assembled masses that allegedly resulted in several (big-hearted, small brained) members of the videogame industry being set on fire.

IDENTITY CRISIS

One of our spies has informed us that the forthcoming *Dino Crisis 2* will feature an appearance from the zombie-mashing hero of *Resident Evil*, Chris Redfield. Quite how the plot will manage to incorporate Mr Redfield's cameo remains a mystery. However, if the rumour is to be believed, then we could see Regina crossing over into the *Resident Evil* universe. We'll keep you posted.

AND FINALLY...

In the light of criticism concerning the ugly black borders that featured in the UK version of *Ridge Racer V*, Sony have confirmed that all future releases will be fully optimised for the UK PS2. Fingers crossed this could spell the end for the aforementioned borders and the associated loss in speed that has come to epitomise the lazy "once we've got their money who cares?" attitude that console manufacturers have displayed towards the European market.



PlayStation Incoming

PS1 GAMES HITTING THE SHELVES NOW...



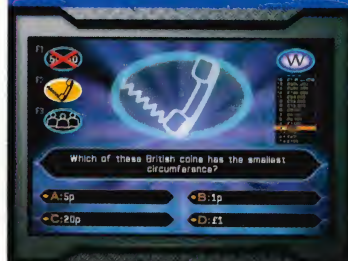
Muppet Monster Adventure

After the surprisingly enjoyable Muppet Race Mania, hopes were running high for this Muppet platforming based tie-in. Fortunately this hasn't disappointed and whilst the title shares distinctive similarities with the Spyro games, it manages to introduce enough new ideas to justify it as a potential purchase. One of the better PlayStation platformers in recent months.



Who Wants To Be A Millionaire?

Whilst on paper the idea for a WWTBAM videogame may seem flawed, this is actually quite entertaining (albeit in a perverse manner). Okay so you can't actually win anything whilst playing the game, but in its defence this doesn't actually feature any images of the loathsome Chris Tarrant - which can't be a bad thing in our books.



Mr Driller

"The simplest ideas work the best" and this blockbusting (quite literally) title from Namco confirms this adage. Featuring some addictive puzzling action, this has been responsible for more lost work hours than the office lift (which takes up to three hours to move between floors). Put simply, Mr Driller is one of the PSX's finest puzzlers



Continued

CAT BUCANNON'S ENTERTAINMENT USA



Regular monthly reports about happening events in the land of the free from PLAY's American correspondent, Cat Bucannon

STOCK HORROR!

I know you guys think we've got it relatively easy over here, getting new hardware and games a little bit earlier... but Sony have well and truly evened up the score this month. Yup, it seems those PS2 hardware limitations will affect the US too with only half of the allotted units seeing release on 26 October - that's a 500,000 shortfall folks. Do the math and that works out as um... 500,000 disappointed customers.



PROBLEMS PSTOO

Rumour has told of an unsavoury knock-on effect which hardware shortages are having for our independent retailers. Speculation is rife that US retailers are having to commit to an unrealistically high software-to-hardware ratio in order to bag any PS2 units at all. This will force many smaller stores to sell pricey bundles or charge inflated prices for the console alone, decreasing their competitiveness against the major chains.

DON'T TRIP!

3DO has been subject to rumours also with unsubstantiated reports that the company is experiencing financial difficulties and low morale. An anonymous source from within 3DO hotly refutes that the situation is anything but rosy and a leaked internal email from Trip Hawkins (chairman & CEO) confirms that although cash is needed, it's only for even more expansion. The fact that 3DO is to broadcast its next Earnings Report live over the Internet suggests financial security.



EA SPORTSMAN

Know who Kevin Garnett is? He's quite well known Stateside - though the fact that he's a basketball player may have kept him out of the limelight in England. As an Olympic gold medalist Kevin is perfect to represent EA's latest instalment of the long-standing NBA Live series, and he's doing just that! Basketball fans might be interested to know that he was even motion-captured to make the game as authentic as poss.

ENOUGH IS ENOUGH

Despite experiencing problems with the PS2 incarnation, EA is already set to ship *The World Is Not Enough* for PSX. For all you import fanatics, the game is due to be released here on 7 November, although the PLAY boys will probably want you to read the review before splashing out. In the meantime you may want to know that *TWINE* is being developed for everyone's favourite gadget - the GBA!



STALLS COST CASH

Following on from the financial legacy of the original game, *Driver 2* has shipped too late to save Infogrames from posting a net loss of \$23.5m... although once the game hits the shelves the company's fortunes should swiftly reverse. GT Interactive, who were bought out after *Driver's* launch, suffered similarly whilst perfecting the first game - hopefully Infogrames commitment to quality will pay off in the long run.

BOOT CAMP

Commandos Lookin' Dangerous

Code green at Boot Camp Eidos

It might be a sequel for lucky owners of those juggernaut PCs, but the prospect of any *Commandos* game making its way into the cosy confines of our front rooms still has us smearing black and green paints across our faces, miming death-chops and uttering ridiculous film quotes in questionable Austrian accents. *Commandos 2* should provide a more convincing display when it arrives on PS2 next year, and a recent demonstration of the title was enough to explain why Eidos has so much faith in the game and further, why Pyro Studios are so keen to get it seen by a wider audience.

The technology on display is breath-taking and, rather than being wasted on

fripperies, is employed to enhance gameplay with impressively useful control over the viewpoint granted. Other tasty features include the ability to snipe into one house from another, distract guards with one of your operative's feminine wiles, employ specially trained dogs (useful for transporting small objects right through enemy camps!) and even set up and execute ambushes. Whilst glimpses of such greatness aren't exhaustive, they strongly suggest that you shouldn't blow all of your money over Christmas and New Year. Expect more news once the next carrier pigeon arrives.

[Below] Lush scenery and detailed graphics. Must have it now!



Surf's Up, Dude!

Mattel catch wave of inspiration

Unless you count the bit-part in *California Games*, surfing has consummately failed to grace the gaming world with its old and spicy presence. This might seem initially confusing - after all, there are many games which feature arguably duller subject matter (look at *Transport Tycoon*) - but it has to be conceded that the sport's limited context does naturally relegate it down to the realm of the sub-game.

Fleshing the concept out to a point where it can stand as a game in its own right is somewhat ambitious therefore, but Mattel Interactive is confident it can ride the sport's

wave of popularity with the forthcoming *Championship Surfer*. As a PlayStation rather than PS2 title one has to wonder just how convincing the title's 'realistic wave simulation' will appear (although only obvious flaws will be noticed by non-surfers anyway), but the number of additional features touted for inclusion serve to reassure. The game is set to boast a plethora of tricks, the choice of a number of boards and, most importantly, a variety of hazards with which to contend as you battle for that perfect performance. If the eight different locations sufficiently affect gameplay, *Championship Surfer* could prove an interesting proposition indeed - y'know, like totally. Dude.



[Left] As with any game featuring a board of some description, 'air' is up for grabs. [Middle] And you thought the beach was crowded! [Right] Tricks are marked immediately.

Beware of Imitations.

- ◆ Prince Naseem
- ◆ World Champion
- ◆ 35 Fights
- ◆ 35 Wins

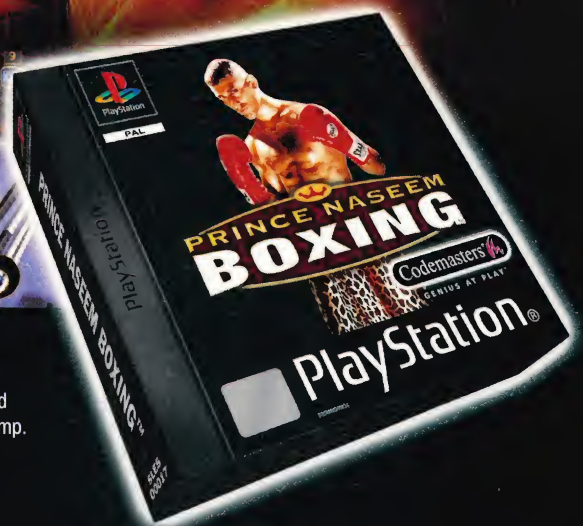
- ◆ Prince Naseem
- ◆ World Champion
- ◆ 35 Fights
- ◆ 35 Wins

"This knocks the competition through the canvas"

Power - The PlayStation magazine

"Prince Naseem Boxing is shaping up to deliver a knockout blow to any other boxing sim"

Official PlayStation Magazine, Sports special



Fight Naz, or as Naz!

Take on the champ and a ton of bad-ass opponents on your way to the title shot. Or, be Naz, and feel what it's like to knock the world senseless.

It's real! It's fierce!

The incredible realism includes sound effects, blood, facial damage, sweat and individual recovery rates that can turn any bruising hero into a zero.

Take on the world!

Three modes of play include Showcase, Versus (winner keeps going), and World, where you train and manage your fighter up the ranks to undisputed champ.

Make 'em eat canvas!

You can power up a punch to increase damage - or nail your opponent's sweet spot, then watch him go 'nightie-night' as the lights go out on his lame career.



www.codemasters.com

OUT NOV 3rd

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GENIUS AT PLAY™

Continued

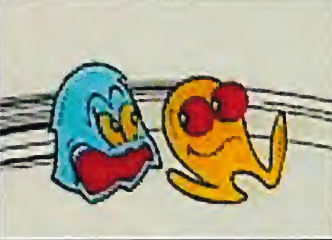
Jap's eye



Regular reports about the happening events in the land of the rising sun from PLAY'S new Japanese correspondent, **Tetsuya Komuro**

PAC-ATTACK!

Japan's gone handheld crazy this month, kicking off with several announcements from major companies. Panasonic has new gaming hardware on the way with the emphasis upon connectivity, whilst Namco has made known its plan to convert *Pac-Man* to the Sharp Zaurus as the first step along the road to stronger web-based software support for the PDA. Great news for businessmen, not so good for their businesses!



ADVANCED RIVAL

A further reflection of Japan's thriving and, importantly, competitive handheld market is the emergence of a new contender from GamePark. The GP32, which is reputedly as powerful as the Game Boy Advance, should hopefully be available in time for Christmas although marketing details are currently thin on the ground. Several screenshots are already available with the scrolling beat-'em-up *Dungeon & Guarder* already looking excellent for quick, tube-journey blasts.




BANDAI BASIC

Bandai aren't about to let the *Final Fantasy*-fuelled WonderSwan Color fade from the limelight. Pre-empting Panasonic's new found focus, news of an add-on Digital Camera is gladly received and, if appealing enough, could consolidate the console's position as the unofficial companion to PS2. WonderWitch, a PC-based games programming language, could also grant WonderSwan the sort of hardcore community following which guarantees a lengthy lifespan.



JAPAN'S HARDCORE

It might have been you Western types who forced Tecmo's arm, but we're also set to benefit from the re-worked *Dead Or Alive 2 Hardcore* over here in Japan. Due to be released just over a week prior to Christmas, *DOA Hardcore* will essentially be identical to the American version, but with local speech set as the default – so don't go importing it expecting even more goodies!



SNK COUNTER!

Two great rumours for fighting-game fans have emerged this month, both concerning the mighty *Capcom Vs SNK*. First up are rumblings of a PSX conversion of the game (minus the 3D backdrops) to be labelled as the 'EX Edition' – an unlikely moniker given what EX has come to mean. Even juicier is talk of a return version of the concept – *SNK Vs Capcom* – manufactured by and featuring the style of play traditionally promoted by SNK itself.



NEW SQUARE CD!

No, nothing to do with ridiculously shaped discs – something far more interesting for fans of videogame music... I know there are a few of you over there in England! Rejoice then, as December brings the release of *Final Fantasy IX Sound Track Plus* which features exactly what you would expect. Though with the UK game's release delayed it might be worth waiting before splashing out, just to make sure the soundtrack is to your liking.




OUT NOW PowerStation (ISSN 1362-5047) is now available from all good newsagents priced just £3.99! Issue 54 features PlayStation tips for **Spider-Man, Koudelka, Star Trek Invasion, Tony Hawk's Skateboarding 2**. All the latest cheats can be found in the **Cheats News Network** and **5000** more are listed alphabetically in the back!

WHAT GIVES

Core Philosophy Questioned!

Eidos sends mixed messages from Captiva...

Whilst Dr Livingstone's address at Eidos's recent media conference held few surprises, largely echoing what had been previously stated; the more noteworthy sentiments, if heartfelt, could significantly enhance the way in which the company interacts with the specialist gaming press.

Widely recognised as the only British publisher able to stand amongst international competitors and actually be noticed, Livingstone was keen to remind the assembled throng that, yes, they are indeed fanatical about games at Eidos and, yes, it would be a blow to the country should the company fall into foreign clutches through a lack of support.

Going on to call for all a cease to all undue criticism, Livingstone – who's company has continually milked the *Tomb Raider* franchise since its inception – went on to suggest a closer working relationship with the press, in which feedback is sought at a much earlier stage. With the worth of such a press/developer relationship already proven (Lobotomy and *Sega Saturn Magazine* liaised to great effect) PLAY's only misgivings stem from the fact that Core saw fit to divulge no firm details of either Herdy Gerdy or PS2 *Tomb Raider* (oh yes, it's coming alright!) and, subsequently, no opinion as to either title's fundamental design was actually sought. Still, maybe next time eh...

Retro Progress

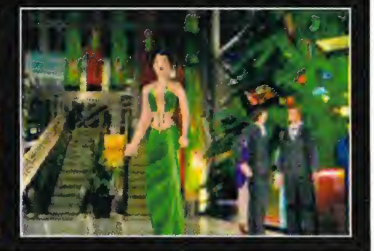
Fear Effect faces its demons

Eager to show that the prequel has learned from the original game's mistakes, further details concerning *Fear Effect 2: Retro Helix* have emerged from Eidos. Whilst news of improved Motion FX3D technology doesn't guarantee a great deal of innovation in itself (being able to stream background FMV more efficiently isn't going to affect gameplay) there are enough additional improvements to ignite sparks of genuine enthusiasm. Some of these are small but significant (the improved inventory system for example), whilst others are more substantial. Having to face a different set of enemies during post-completion replays is a nice touch considering the game's heavily scripted style and, along with further unlockable secrets, should serve to increase

longevity. The Fear Meter has been retained but, having received a liberal splash of innovation, now reacts more specifically to the situation at hand... increasing the impression that your character is a thinking and feeling being.

Considered alongside those mentioned in our previous Wired Up (issue 65), such additions go far in convincing that *Retro Helix* is more than the cynically expected regurgitation of *Fear Effect's* engine. That's not to say the title is without controversy however – Kronos Digital Entertainment has already revealed that the game will cover contentious ground, though details of this have yet to be revealed!

The *Fear Effect* concept always had potential – with the eradication of its predecessor's flaws, *Retro Helix* should put the wind up its competition.



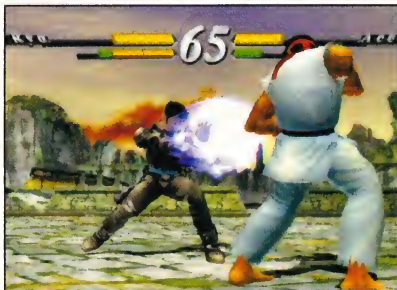
FIX JOB

Street Smart Capcom

PAL Street Fighter EX3 set for spit and polish treatment.

News has just reached us that *Street Fighter EX3* will receive a makeover for its US release, with the likelihood being that the UK PAL version of the game will also feature the same enhancements. Unlike the Japanese version, which was plagued by slowdown, the UK release should run with a steady frame rate throughout – even in the four character dramatic battles. In addition to this the title will also feature an in-game special command list that can be called up at any point during play.

Furthermore, it will also be possible to select CPU controlled characters in arena mode, as opposed to the Japanese version where only human characters could be selected. As if all this wasn't enough the UK version of the game looks likely to include a random character select option that allows the game to select both the player's fighter and their opponent. Hopefully, these alterations will enhance the overall *Street Fighter EX3* experience. We'll let you know next issue.



PLAY+
RECOMMENDS

These are the recent best games that money can buy on PlayStation, and ones you should sell your Grandma for!



Medal Of Honor (PlayStation) **95%**
Good shootin', great price!



Alien Resurrection **93%**
It will turn your hair white.



Syphon Filter 2 **93%**
A sequel to end all sequels!



FIFA 98: Platinum Evolution **97%**
The best football game, ever!

PLAYBOYS

They toil on your favourite PlayStation mag, neglecting social lives in favour of bringing you the most insightful PlayStation coverage possible. They ask for nothing in return, except that you take a minute to learn of their meagre lives each month. This month: Time for a spot check. What have the boys got in their bags right now?

Graeme Nicholson
Hidden in the depths of Grey's black bag is a Taco Bell wallet, NTSC copy of *Strider*, an *Abe's Oddysee* keychain, four Anadin Extra tablets, sunglasses, an American DVD of *Pitch Black*, and the Matrix 'chock' phone.
silencio@paragon.co.uk



Will Johnston
A massive grubby sports bag accommodates a Seventies Mastermind boardgame cover, *Dead Zone* DVD, *Altra* VHS boxeset, *Applesed* on VHS, deodorant and a splendid family sized cafetiere. Don't even ask.
will@paragon.co.uk



Mark Crawley
Stuffed into Mark's fetching backpack is a car-oriented compilation cassette, US PlayStation magazine, fresh Ventolin supply, two digital Sony press kits, shades and an assortment of Duracell batteries.
markc@paragon.co.uk



Simon Cann
Cann's weary satchel carries superfluous tissue paper (brown), two deodorants, a chequebook, a yellow Buses timetable, credit card bills, paylip (small) and wristwatch instructions (in German).
scann@paragon.co.uk



Steven Gotobed
Packed tight into an orange backpack is a phone charger, hair gel, Entrocalm pills, a dictionary of archaeology, Lynx, towel (white), and strawberry Complian (the "complete meal in a drink").
steveg@paragon.co.uk





OUTNOW

P2 delivers all the PlayStation2 information you need, in one single magazine. Reporting on the hottest news surrounding the console, relaying development activities in the Work In Progress section, exposing the latest playable updates in the unmissable Preview arena and analysing all completed PlayStation2 titles in the expert Review segment. Its even got a DVD section!



OUTNOW

We have the exclusive UK review of the fisticuffs thriller *Fight Club*, along with a free *Fight Club* novel and interview with creator Chuck Palahniuk. Plus, UK reviews of *Spinal Tap: Special Edition*, *The X-Files* Boxset and *Magnolia*. Also featured are US reviews of *American Psycho* and *High Fidelity*. Buy it!



Dead Gran

You'll never play GT 2000 on PlayStation2...

Gran Turismo 2000 will no longer be coming out on PlayStation2. Luckily, we will be getting *Gran Turismo 3* instead, which is actually *Gran Turismo 2000* simply rebadged by its developer, Polyphony Digital. It's kind of strange to change a game's name so late after the world has got used to a particular moniker, but what's even weirder is that

GT creator Kazunori Yamauchi had previously made it clear he was reserving the 'GT3' title for the 'true' sequel to GT2. Perhaps he feels that the game formerly known as GT2000 (TGFKAGT2K) has reached a just such a worthy state? Decide for yourself, with these, the latest screenshots. Then again, maybe the name's been changed because GT3 will not be out until "January to March" 2001.



[Above] It may be the same car, but the Subaru Impreza never looked this good in Codemasters' enormously accomplished *Colin McRae Rally*. PS2 tech is sweet!

EA Increasingly Maddening

PlayStation2 to receive heretical half-sport

Thanks to an appearance on the MegaDrive which coincided with a push for coverage of the sport by Channel 4, *John Madden's Football* became the American Football game of choice during the 16-bit era. The fact that it was rather good, of course, helped somewhat too.

Whilst (and perhaps, because) the series hasn't been subject to the rabid updates which plague the *FIFA* games, the

franchise has retained much of its integrity throughout the PlayStation years with only limited annual updates.

With PS2 as the best excuse for even the most dubious of games to re-appear, news of *Madden NFL 2001* should therefore be more comforting than surprising. Whilst little more can be done than to bolster the tried, tested and trusted play mechanics with more icing, it must be said that *Madden*, as a sports title, will benefit greatly from presentation which

matches the quality of its simulation. To this end, expect even more detailed graphics with plenty of calculations occurring in the background to ensure each individual element moves realistically, vocal contributions from team coaches as well as Madden himself and, well, some dam funky touchdown dances.

Even with a new control system adding to the overall sheen *Madden NFL 2001* won't be the last word in American Football though - after all, there's always 2002...



History Repeating

Scenes from a memory: history as videogames

A life spent playing god sims seems to have been the likely influence on digital artist Jon Haddock, whose innovative work can be found on display at the Arizona State University Art Museum.

John has produced a series of images, in the distinctive style of isometric videogame screenshots, which depict famous events in history as they would appear on screen in a computer game.

From the assassination of Martin Luther King at the Lorraine Motel, to

fictional but emotive scenes such as Fredo's death in *Godfather Part II*, the idea is to "question the role and influence of the image in today's technology-driven society," according to John Spiak, Curatorial Museum Specialist at Arizona State, who is keen for people to see the work either first hand or over the Web. Well, we just thought they were cool.

Visit the exhibit online to see the full range of pictures:

<http://asuam.fa.asu.edu/haddock/main.htm>



Rodney King



Ron Goldman and Nicole Brown-Simpson



Wang Weilin, Tiananmen Square



Cafeteria, Columbine High School



Elian Gonzales dawn raid

In association with

CHARTS GAME

Pos	Game	Developer	Publisher	Score
1.	Who...A Millionaire	Eidos	Eidos	NR%
2.	Tony Hawk PS 2	NeverSoft	Activision	92%
3.	Spider-Man	NeverSoft	Activision	85%
4.	Sydney 2000	ATD	Eidos	62%
5.	Medal Of Honor	Dreamworks	EA	95%
6.	Tomorrow Never Dies	Black Ops	EA	52%
7.	Driver	Reflections	Infogrames	94%
8.	Dave Mirra BMX	Z-Axis	Acclaim	NR%
9.	Moto Racer World Tour	Sony	Sony	60%
10.	FA Premier Stars 2001	EA Sports	EA	60%

AS VOTED BY THE READERS' MOST PLAY READERS WANTED

Pos	Game	Developer	Publisher
1.	Metal Gear Solid 2	Konami	Konami
2.	Final Fantasy IX	SquareSoft	Square Europe
3.	Driver 2	Reflections	Infogrames
4.	Medal Of Honor Underground	Dreamworks	Electronic Arts
5.	Dino Crisis 2	Capcom	Capcom

Gone in



████ UNDERCOVER PLAY OPERATIVE NO: PSX2007
YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT:
YOU HAVE 60 SECONDS TO ACQUIRE SONY VEHICLE REGISTRATION
V778DCW. WE NEED IT FOR URGENT INTERROGATION WITH THE
INFOGRAMES DRIVER 2 CODE UNIT. PLEASE NOTE, THIS IS NO
ORDINARY CAR AND NO ORDINARY GAME, SO TREAT THE MISSION WITH
EXTREME CAUTION. AS USUAL, IF YOU OR ANY MEMBER OF YOUR PLAY
FORCE ARE CAPTURED PLAY WILL DISAVOW ALL KNOWLEDGE OF YOUR
ACTIONS. AFTER ACQUIRING THE VEHICLE YOU HAVE 24 HOURS TO
ENLIST THREE NEW MEMBERS, REVIEW BOTH THE CAR AND CODE AND
RETURN BOTH PRODUCTS UNSEEN. **████**

SILENCIO

**████ THIS MEMORY CARD WILL SELF-DESTRUCT
IN FIVE SECONDS █████**

60 Seconds...

59, 58, 57, 56... GET THE CAR, JUST GET THE DAMN CAR, NO-ONE TOLD ME ABOUT THE CAMERAS, NO ONE TOLD ME ABOUT THE SECURITY. I'VE STOLEN A MILLION DAMN CARS, WHAT WAS THE BIG DEAL WITH THIS DAMN CAR?... 30, 29, 28... OKAY I'VE FOUND IT, TARGET IS IN SITE, DAMN, THE WINDOWS ARE BLACKED OUT... 10, 09, 08... JUST CLOCKING THE ALARM... 5, 4, 3... I'M IN... 2, 1... HOLY ST!!!
IGNITION TIMING GOOD AND WE'RE GONE...**

CHARACTER PROFILES

If it looks like a car, sounds like a car and handles like a car then sorry folks, as far as I'm concerned it's a bloody car. So why have I just broken into a maximum security compound, outwitted 300 security personnel and got mud over my £300 shoes for a car that I can't even bloody keep? Could it be something to do with the 3.0 litre turbo engine, the body-coloured bumpers or flashy leather interior? As this is a PLAY mission I guess not.

It was time to bring in the experts - three individuals so accomplished in their fields that their genius bordered on insanity. It's time to meet the boys...



ANDY "BIG MAN" WEBBER

Car Of Choice:

Nissan 300ZX Twin Turbo

Favourite Games:

Driver, Grand Theft Auto: London Edition

The original "wheelman" once stole 22 cars in a lunch break only to be caught later that afternoon as forensics matched the remainder of a half-eaten donna kebab to the stain on the passenger seat of his chosen car, a 450cc brown Robin Reliant named Fudge. After serving 20 years in a maximum security prison, increased from five for stealing the warden's Ferrari 550 Maranello, painting it Mr Blobby colours and ploughing it into a wall, he is now the head driver for a well-known East London gang. Andy credits the improvement in his driving skills to the power of PlayStation where he wiled away his hours in the slammer practising his getaways and carjacks with *Driver* and *Grand Theft Auto*.



RITCHIE "THE TEETH" SIMPSON

Car Of Choice:

Subaru Impreza Turbo WRX

Favourite Games:

In Cold Blood, Thrill Kill

Two years ago Richard Simpson was a mild mannered Internet development employee until the fateful day when his wisdom teeth were pulled. The operation went horribly wrong, whittling away his teeth into sharp flesh-tearing points. In a jealous rage he wreaked a hideous revenge on the East Finchley Dental Practice, ravaging the practitioner's vital organs. Medical science has blamed Richie's condition on shock and trauma caused by his botched operation and excessive exposure to violence and horror through videogames. Most notably *Thrill Kill*, *Silent Hill* and the *Resident Evil* series.



IAIN "CRUNCH" McELROY

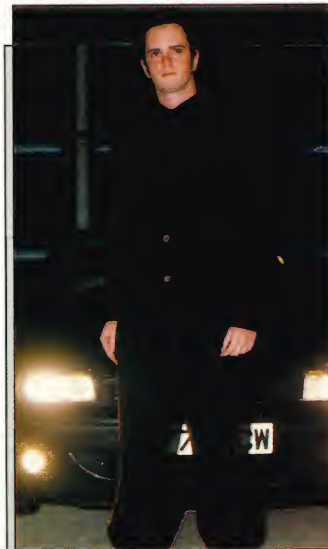
Car Of Choice:

Cherokee Jeep

Favourite Games:

Beatmania, Dance Dance Revolution

After spending years of his young life crunching number after number at a security firm, he eventually snapped. Unable to stomach another digit, he used advanced hacking skills to bring down the multi-billion pound firm. On the run for his crimes as we speak, no place is safe. With the FBI, NSA and Interpol out for his blood before he can strike again, Iain calms his nerves with his passion for sound. For fun, Crunch constantly knocks out record company networks to raid their mainframes of music and new sounds. He has blamed his sound obsession on endless nights spent alone with his PlayStation and copies of *Wipeout* and *Music 2000*.



PSX2007

Not much is known about PLAY's number one secret agent.

Chosen Vehicle:

Sony Saab Toledo 3.0 Turbo

Favourite Games:

Metal Gear Solid, Syphon Filter 2

Living in the shadows, rumour has it he spends his days as a mild mannered journalist, changing to Agent status only when commissioned by PLAY's yet more secretive controller. His top secret file states that after several years play testing beta PSX code he finally became one with his PlayStation, able to assume the identity and skills of any game character. PSX2007 uses his Japanese memory card phone to download mission and character data for the roles he assumes, frequently those of Gabe Logan and Solid Snake.

PSone

It may be old technology but the PS one is one of the coolest looking gadgets I've seen in a car or otherwise. And you really think I'm going to let you take this baby back?

Apart from the warden's Ferrari, this is now the most desirable car I've played with... PlayStation, DVD, kick ass sound system and heated seats, all I need is a bathroom and kitchen. There's even a controller and TV for the wife - it's awesome. But saying that if I was spending over five grand kitting out my car I'd expect nothing less. Then again I wouldn't be spending five grand.

Andy



Sound

The sound system is something else. There are speakers everywhere - you are practically built into a giant speaker. Roll a cinema, concert and top end stereo into one and you still wouldn't be close. This car is a pulling machine. I defy even Bill Gates not to pull in this car. Stick in a PlayStation with *Driver 2* and it brings a whole new meaning to being "in the game".

Iain



DVD

The PS one isn't quite a PS2, obviously, but Sony have done their best to meet us half way by installing the DVD player in the boot. Picture quality is excellent and the sound given off in the back will match any local multiplex. All cars should have this feature; it would mean an end to road rage as we know it. In time it should even be possible to convert the PS2 to run from the car. It would mean the end of normal life! Humans would become part of their cars - they may never leave!

Richie

Car Overall

In and out in 24 hours, seemed simple enough. I have the car, a simple review, easy... The car is superb but with Crunch enthralled by it's sound, Big Man sizing up living quarters in the back seat and The Teeth literally chomping at the bit to use the DVD in order to raise capital for his dentist hate campaign. I am starting to fear for my safety. Will I have to enlist Silencio's help? Or should I just defect and steal the vehicle before the team takes me out?

No, there's only one solution. Secretly stash the keys while the team completes part two of the assignment: evaluating the Top Secret "Driver 2" Code Unit...

PSX2007



CASH AND BURN

PS one & amp

Enclosed in the parcel shelf, the PS one (£80) and Amp (XM-405EQX) at a mere £300, pumps over 200 Watts of sheer PlayStation power!

DVD

£450. Good, but not quite as good as a PS2.

TV & TV Slave

At £1200 for the master and £900 for the Slave it could be cheaper to buy a new car and put your living room TV in the boot.

Speakers

Red X4 XS-L1300. £260. If you can find room for these monsters then you are in for a treat.

Head Unit

CDX-M700R, a snip at £400. Check out the flip front - cool!

Fitting

At £2500 and a week's worth of labour the installation will seem nearly as bad as the PS2's 24 November release date.

Driver 2

SPANNING CHICAGO, HAVANA, RIO, AND LAS VEGAS, *DRIVER 2* SEES TANNER TEAMED UP WITH NEW PARTNER JONES INVESTIGATING THE MURDER OF A BRAZILIAN GANG MEMBER. INVOLVED IS PINK LENNY, ONE OF JONES'S MAIN INFORMANTS. THE CHASE BEGINS, UNRAVELLING THE PLOT BETWEEN MYSTERIOUS GANG LORDS VASQUEZ AND KANE OUT FOR LENNY'S BLOOD. WITH ONLY A MATTER OF TIME BEFORE THE GANGS CLEAN UP LENNY'S ACT PERMANENTLY, TANNER AND JONES BEGIN THE RACE TO HUNT HIM DOWN FIRST. TIME FOR THE BOYS TO GO TO WORK...

PSX2007



Competition

Listen up you lot. It's no good, the feds are onto me. I've got to dump my bounty and get the hell out of the country, lay low for a few months, you know? Till the heat dies down, that's all. Anyway, if you want to get your hands on my Driver 2 goodie bag, you're going to have to show us you know what's up. All you've got to do is tell Silencio which four cities you reckon Tanner can be found in on Driver 2. Tell you what, since I've got to shift this stuff quick, five more of you can walk away with copies of the game as well.

Write to:
Klipp's Kargo, PLAY Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS

Graphics

Graphics are something I can really stick my teeth into. Infogrames, obviously feeling the game was too important to hold back and wait for the PS2, have re-vamped the original engine to accommodate bendy roads and larger, more varied cities. Las Vegas is a treat with casinos and neon lights. One of the previous *Driver*'s only let downs was the quality of its cut scenes, but these have been replaced with some of the best ever seen on the format. They really help gel the gangland story together and despite Tanner's dodgy new Vinnie Jones look and irritating accent all the characters are well drawn, borrowing from a library of gangster flicks like *Reservoir Dogs* and *Heat*. It is tough not to like *Driver 2* because it tries so hard to incorporate every game for every player.

Richie

Sound

The original *Driver* went for atmospheric engine revs and a reasonably generic funkster soundtrack. This time around the boat has been firmly pushed out. It's got more realistic engine growls and differing in-game sounds that change depending on the city. Hispanic cries of "ARIBA! ARIBA!" will be the last thing you hear after the local

Brazilian Militia have finished turning you and your car into a sardine can. Likewise the city sounds also enhance the various backdrops.

What really steals the show is the soundtrack. Guy Richie and Tarantino take note - Infogrames are dropping in some top names like the Dust Junkies and blues legend Ella Fitzgerald. Now that sure is some funky s**t!

Iain

Playability

The common-law driving test is a thing of the past. I learnt to drive on the inside. *Driver* taught me how to get from A to B without waking the Police, how to crush enemies with handbrake turns and 360 spins. Can I handle another lesson? Bring it on...

More cars, more speed, more handbrake turns and more challenge. Obviously Tanner is the antihero's hero, I give him credit although he's not as hard or good looking as me. The lad can drive but has he ever painted his boss's Ferrari pink with yellow spots and smashed it into a wall? I don't think so. The Oswald Boateng suits are nice but didn't he ever learn to tie a tie? Not even a black cap! He wouldn't last long as my driver.

Back to the code. What *Driver 2* lacks in finesse it makes up for with speed and sheer fun. The missions are concise and calculated with tasks providing a real challenge through basic addictiveness. The feeling of chasing a car at 120 MPH on the wrong side of the road with the police trying to ram you from behind and Brazilian Mafioso coming at you from the sides is just a rush, although it's not just adrenaline you need, it's a brain. The tailing and navigation



skills needed require patience and a moderate level of concentration. *Driver 2* succeeds in all most every category. It made me feel almost as wanted as I did last weekend when the police saw me move a cone down Leyton highroad so I could park near the Orient!

Driver 2 hits the mark, surpasses it and speeds off in a haze of gasoline and break fluid. With the added dimension of carjacking there are new avenues to losing tails and outwitting the police. There is only one obstacle left to clear: hit and runs. Roll on *Driver 3* on the PS2!

Andy



Verdict

What had I done? In the rush to complete my mission in *Driver 2*; I had given the very boys I had enlisted, the ultimate weapon to use against me. I hid the keys, for what? They could now carjack, and with enough driving skills to make Michael Schumacher retire and take up knitting I had only one choice: disobey Silencio and head for the border.

Sure they could out drive me in Chicago, Havana, Rio and Vegas. High Wycombe was another story.

To Be CONTINUED...



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PS2 PLAYSTATION 2

The essential guide to everything PlayStation2

RIDGE RACER V

Racing tradition: Five years on, the series so closely linked with PlayStation steps up honourably to get another PlayStation off to a flying start...



MOTO GP

Namco says four wheels good, two wheels better!

READY 2 RUMBLE 2

Comedy cartoon boxing with the King Of Pop

SMUGGLER'S RUN

Get in, rev it up, drive anywhere, avoid arrest

TOP GEAR DARE DEVIL

Crash through detailed cities in a range of killer cars

Written by **Simon Cann**



Pac to the future
It's a new millennium but everybody's favourite pill-popping yellow dot is still going strong. By meeting a certain set of criteria players can compete as the Pacster in his own unique set of wheels, even his arch enemies the Ghosts make an appearance.



01 Essentially, gameplay remains unchanged from previous outings although the action benefits from the PS2's stunning graphical capabilities.

RIDGE RACER V

We take Namco's fifth instalment of the Ridge Racer series for a test drive, courtesy of the UK PS2.

To paraphrase Tony Blair, "the PLAY team can feel the hand of history on its shoulder". Indeed, it's just over five years since Sony released the original PlayStation on an unsuspecting British public. Among the launch titles for the machine was a near perfect conversion of Namco's stunning *Ridge Racer* coin-op. The quality of this conversion confirmed two facts: the first was that the gap between arcade and home console technology had finally been bridged, and the second was that Sony's machine was markedly superior to Sega's offering of the time – the ill-fated Saturn. The rest, as they say, is history... with the power of Sony's console assured, the PlayStation went on to become one of the most successful consoles of all time and heralded in a new generation of home entertainment.

Half a decade later and on the eve of the UK PS2 launch it's perhaps fitting that the first official PS2 game PLAY reviews should be a sequel (a fourth one in fact) to the game that started the ball rolling in the first place. So is this fifth instalment of the *Ridge Racer* series the killer app that its great great Granddaddy was? The answer, put

simply, is no. However, with that said *Ridge Racer V* remains as one of the most technically impressive and downright addictive racing titles ever conceived.

THE FIFTH COMING

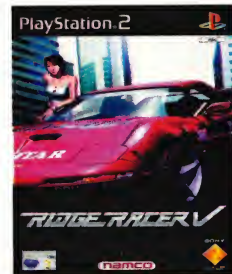
As in the previous instalments there's no plot to speak of, you simply select from a veritable cornucopia of fictional supercars and proceed to burn your way through a series of tortuously designed tracks. A variety of game modes are on offer, the most substantial of these being the game's GP mode, although other events such as Time Attack must be conquered if you're to unlock the game's many hidden cars (including a special Pac-Man driven motor) and special events.

In technical terms the game fails to deliver the 'wow' effect of the original PlayStation conversion. That's not to say you won't be impressed, indeed the game contains some truly incredibly visual effects. For example, the lusciously detailed courses – many of which pay homage to the previous games – feature an incredible level of detail. Thus, towering skyscrapers and neon lit tunnels eventually give way to palm tree-lined sections of sun-soaked beach. Laudably, this

① Publisher **SCEE** Developer **Namco** Release date **November 2000**

Details

one/two-player
dual shock 2
memory card (324KB)
split screen



02 As always the replays allow you to view your last race from a variety of well-chosen camera angles. **03** This screenshot serves as a fine example of the game's massive draw distance; pop-up is looking to be a thing of the past. **04** Hardcore *Ridge Racer* fans will no doubt recognise the ubiquitous yellow bollards and palm trees. **05** The revert effects as you blaze through the game's many tunnels are exceptionally convincing. **06** Little touches such as realistic smoke billowing from the wheels of the cars adds greatly to the overall racing experience. **07** The inclusion of these intrusive borders is simply unforgivable; once again the PAL gamers get the short end of the stick. Cheers lads. **08** The detail of the vehicles is staggering; it's even possible to make out the smallest of sponsorship stickers on the vehicles chassis's.

The Fog
Ridge Racer V features a slightly disappointing two-player split-screen mode. Here you and a friend can battle it out for first place, although your efforts may be somewhat hampered by the worrying presence of an N64 type fogging effect in the distance.

Day for night
Races in *Ridge Racer V* take place at various times during the day. This has allowed the developers to introduce some gorgeous lighting effects with the stages taking place in sunset looking particularly impressive. What's more, in the night stages you can even make out the tiny lights on your car's dashboard.



staggering detail hasn't resulted in a trade off against frame-rate (which ticks along at a nippy 50fps), likewise it would seem that pop up (the scourge of the driving game) has been relegated to the annals of history.

More impressive still are the vehicles themselves. Each one has been lavished with a previously unheard of polygon count. The result looks simply breath-taking, with little touches such as brake pads glowing red and sparks flying of the chassis after landing from a jump proving to be the sweet icing on the cake.

THE GENTLE TOUCH

However, the inclusion of all these visual effects would be academic if the gameplay wasn't there to back things up. Fortunately, this is where *Ridge Racer V* truly shines – thanks in no small part to the fact that the developers at Namco have got the feel and handling of the cars just right. Thus all the

adrenalin-pumped, high-speed racing of the previous games has been retained and true-to-form experienced players can still pull masterfully controlled powerslides as they push their supercar to the limit. The feeling of being in total control is heightened by the analogue buttons of the Dual Shock 2 pad. Featuring 256 (of which we counted 175) pressure increments, the joyypad buttons do an uncanny job of simulating the accelerator pedal of a real car.

The only fly in the ointment is the iffy PAL conversion of the original Japanese code; big black borders are present in this version of the game. Hopefully, this sloppy oversight will not feature in future releases. Minor niggles aside this is a supremely

polished slice of racing action that offers a tantalising glimpse as to what we can expect when developers really get to grips with PS2 technology. Put simply, this fifth instalment of the series will delight *Ridge Racer* aficionados and newcomers alike.

Ridge Racer V is one of the most technically impressive and downright addictive racing titles ever conceived...

Overall

looks	■■■■■■■■■■
audio	■■■■■■■■■■
gameplay	■■■■■■■■■■
long term	■■■■■■■■■■
value	■■■■■■■■■■

Alternatives

- Midnight Club November
- Driving Emotion Type-S 58%

89%

A highly polished if unoriginal racer.

Written by Mark Crawley

Play It Again Sham...

One of *WWR*'s greatest omissions is that it fails to allow the player to save mid-championship. As the later competitions take some time to complete with countless unforeseeable pitfalls ready to scupper your season, progress can be infuriatingly hard-won.



WILD WILD RACING

Action to drive you wild with delight, or despair? PLAY races to find out...

It was inevitable that, given the sheer amount of hype surrounding the machine pre-launch, initially the PS2 would disappoint much more than it was to surprise and delight (thank you *Fantavision*). *WWR* carries on this tradition to some extent by disappointing on many fronts which apparently should, by now, be incidental – yet, unlike 12-bit *Tekken* or *Ridge Racer*, gains validity by the simple fact that no comparable PlayStation title approaches the level of competence displayed here.

Racing buggies across exotic terrain isn't new of course, but since the giddy 2D heights of *Buggy Boy* and *Powerdrift*, little has arisen to tempt players into hunting out that old pump and inflating their tyres to a ridiculous degree. *WWR* therefore represents, conceptually at least, a significant leap in ambition – sporting vast open terrain, complex physics and a number of varied play modes which are tied intrinsically to the player's overall progression.

So, just for the masochistic sake of it, let's compare what we were lead to expect of PS2 with what *Wild Wild Racing* actually manages to put on screen: First up we have the draw distance which, unlike that of *Smuggler's Run*, is limited to the point where

the pop-in (though disguised by a snazzy fade effect) is noticeable. This rarely affects gameplay – a mini scrolling-map ensures the track is seldom lost and the sheer complexity of the environment offers a convincing excuse – but that developers must still weigh the desired level of graphical excess against performance is cause for concern.

A more substantial worry is presented by the physics engine itself. Whilst it appears fairly robust to begin with, springing vehicles convincingly about the track, the cracks soon start to show with the camera being thrown into a frenzy at times (particularly during certain stunt sections) and vehicles becoming awkwardly stuck against scenery. This latter complaint is particularly noticeable when attempting to utilise one of each course's many shortcuts, the entrances to which are often so tight as to highlight the unforgiving collision detection. For the want of a slight rebound, the game would be a much friendlier affair.

CAR TROUBLE

Whilst we're on the subject of shortcuts it's also worth mentioning that these are cheekily employed to add variety to the tracks rather than having brand new courses to race. Complete the first



Details

one/two player

dual shock 2

memory card (68KB)

PlayStation 2



Ⓜ Publisher **Rage** Developer **Rage** Release date **24 November 2000**



01 Agghh! Holl forwards you damn orb! **02** *WWR* is certainly far in advance of the early Dreamcast racer, *Buggy Heat*. **03** You're not just racing against these guys... **04** ...there's also the terrain to worry about... **05** ...and the environment – even small bumps and ridges can throw the buggies into a spin.



MOVING ON
You won't get far tackling each championship in sequence in *WWR*, dear me no! Unlocking the bonus vehicles via the completion of challenges is the key to success with tests for speed (collect bonus letters), skill (push a ball around a test course) and stunts (traverse a flamboyant track within the set time).



Championship and you'll have to face the same three courses again in the second – just with extra detours opened for use! Granted, a genuinely new track completes each Championship lineup, but with the PS2 disc's storage capacity we've a right to expect more. Rubbing salt into this wound is the fact that the game's Challenge mode makes you take on the same courses yet again (!) as you search out and collect the letters of each unlockable vehicle's name. There's method in such monotony however, as it ensures that by the time you unlock the vehicles capable of success in later Championships, you'll know each course and its shortcuts intimately. This cannot stop familiarity breeding contempt however, with the skill and stunt tracks offering only a minor distraction from the same old scenery. On a more perplexing note, the presence of damn-near useless vehicles on the initial roster of three (Yes three, I know, try to keep calm) serves only to disconcert as there's really just one serious contender. Whilst handling pleasantly for the most part, your

WWR represents, conceptually at least, a significant leap in ambition...

buggy does have a tendency to come off as the unlucky one from collisions with the competition, and with the barriers too – the latter often swinging you around head-on, even when glanced from the side. That said, there's still some marvellous powersliding action to be enjoyed, especially for those skilled enough at road handling to stay firmly within the boundaries – though an overly cautious style of play is hardly in keeping with the subject matter. It's ultimately unfair, of course, to punish *WWR* for Sony's over-hyping of the host platform – but a lack of pop-up should be achievable with the hardware and the content and physics. Those who are capable of a more philosophical attitude towards the such shortcomings will, especially in company, find an enjoyable if slightly repetitive afternoon's entertainment. But whilst this could be described as a competent title which bodes well for the future, *WWR* is far more enjoyable when someone else has shelled out the reddiees.

Overall

looks	■■■■■■■■■■
audio	■■■■■■■■■■
gameplay	■■■■■■■■■■
long term value	■■■■■■■■■■

Alternatives

- Ridge Racer V 89%
- Smuggler's Run 86%

64%

Competent but ultimately wearing racer.

Written by Graeme Nicholson



SMUGGLER'S RUN

Something to smuggle home on launch day...

Great physics can make a great game. Though often overlooked in favour of glowing visuals or novel quirks of gameplay, a decent physics system can quickly repay its considerable CPU calculation debt in pure feel. The most compelling thing about *SpaceWar*, it could be argued, was its mesmerising qualities wrought from a spaceship's thrust fighting against a deadly gravitational sphere. And the people who played that had phone number IQs.

Smuggler's Run has splendid physics. From the deepest ravine to the highest mountain top, you, the driver, are constantly being fed loads of tasty information about the vehicle's reactive performance to varying surfaces, weight and momentum as a mission is played out beneath four wheels with independent suspension. Whether it's the wince-inducing crunch of an

enormous foolhardy leap from the top of a frozen waterfall, or the subtle loss of control as the car lightens slightly on the crest of a hill, it's unquestionably right. Put to test over *Smuggler's* harrowing brand of sprawling off-road locations, the system really gets a chance to shine.

POINT TO POINT

These complex routines sit behind a very simple game structure. Plunged into the deep underworld of modern day smuggling, your job is to pick up and drop off all sorts of legally questionable goods in a number of springy all terrain vehicles. All this ever means, whether you're transporting stolen weapons or hot uranium, is driving to one waypoint and then to another. While this simplicity is the only real criticism which could fairly be levelled at *Smuggler's Run*, it is in actuality no bad thing – think of the game

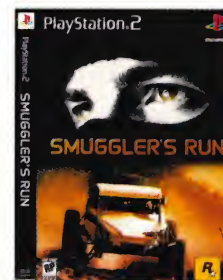
Details

one/two-player

dual shock 2

memory card (324KB)

split screen



① Publisher **Rockstar** Developer **Angel Studios** Release date **24 November 2000**



01 Okay, okay, tell the world why don't you! This is meant to be secret you bonehead!
02 Finding a civilian road or train track can provide some much needed level ground, thereby boosting speed for a while as you continue your getaway.
03 The cops are fast, and they attack in packs of Blues Brothers proportions, but they're not clever. Lead them into rocks, trees, oncoming traffic or each other.
04 Welcome to Marlboro country.
05 The law will hunt you down until the car's falling apart; the engine even begins stalling out and has to be repeatedly restarted.
06 The winter brings with it a whole new set of handling problems, but also frozen rivers that are way easier to drive across.



as 128 bit *Driver* in the wilderness. It's not as if the remote locations make for peaceful missions or slow pace – in addition to tight time limits, there are insane cops and rival smuggling gangs who will do anything to disrupt your little racket. Rivals try to make off with the goods for themselves; excitable police ram you, fishtail you and T-bone you to soak up valuable seconds on the clock – or to slow you down and make an arrest. No rest for the wicked and all that.

LOOK AROUND

Searching for the fastest route between checkpoints gives added life to those levels where playing ability plateaus out of sync with the increasing difficulty of the game. Keep running out of time before that last checkpoint? Maybe there's a bridge somewhere to get you across the river faster.

Planning a route on the fly is often critical to success, a task

There are insane cops and rival smuggling gangs who will do anything to disrupt your little racket!

made easier by *Smuggler's* vast jaw-dropping draw distance. Should you be interested where all the extra memory goes in a PS2 game, in *Smuggler's* you can literally see it spread out in front of you. Drive to a hilltop somewhere and just look around – it's astonishing. No phoney wraparound backdrops either; if you see something several miles away, you can drive to it. Everything also appears so much more organic than we're used to. Tomb Raider's obvious mesh of crude five-foot blocks seems as far away as leech remedies and public executions.

The game is not going to knock you off your feet with futureshock next generation thrills, but that doesn't stop it being a fantastic asset come launch day. The endless joy of throwing a motor vehicle over punishing natural terrain, and a superb engine, make *Smuggler's Run* a sure thing; your enjoyment is guaranteed.

Overall

looks	■■■■■■■■■■
audio	■■■■■■■■■■
gameplay	■■■■■■■■■■
long term value	■■■■■■■■■■

Alternatives

- *Midnight Club* November
- *Wild Wild Racing* 64%

86%

Smuggle it into your cave as soon as possible.

Written by **Mark Crawley**

Publisher **Midway** Developer **Midway** Release Date **March 2001**



01 The personality-laden caricatures are sure to raise a few smiles. **02** Don't underestimate the lasses, they pack a punch and can get in the mixing pot fast! **03** "Stand by chappie: I. Am. About. To. Hit. You." **04** Training your fighter should be more interactive than before. **05** Watch that spittle fly! There's such a thing as too much detail at times...



READY 2 RUMBLE: ROUND 2!

Advance Report
NEXTGEN • Enhanced scenery.

- Recognisable celebrities (at least at the start of the round anyway).
- Wobbling hair; bellies 'n' boobs.

- LASTGEN** • Jacko had his last hit (record, not punch) when exactly?...
• Essentially Ready to Rumble 1.2
• Combat engine devoid of fleshed-out features (ie reversals/counters)

Are you, perchance, ready to rumble too?

Ready 2 Rumble 2's press blurb blithers, "King of Pop" Looks to Become "King of the Ring". We thought he already was – but we have to admit that a game which lets you slap Michael Jackson around comes pre-loaded with a healthy quota of charm. Of course, such incitement to violence is far removed from Jacko's previous attitude to Videogame land (old timers will remember the hoo-hah Sega had in pleasing the star with his MegaDrive likeness) and PLAY has to admit, seeing the moonwalking monkey's mate don a pair of boxing gloves is as disturbing as witnessing *FFVII*'s Aeris pick her nose then belch out the alphabet. I mean, it's just not right. Still, you can punch him so don't tell Midway eh...

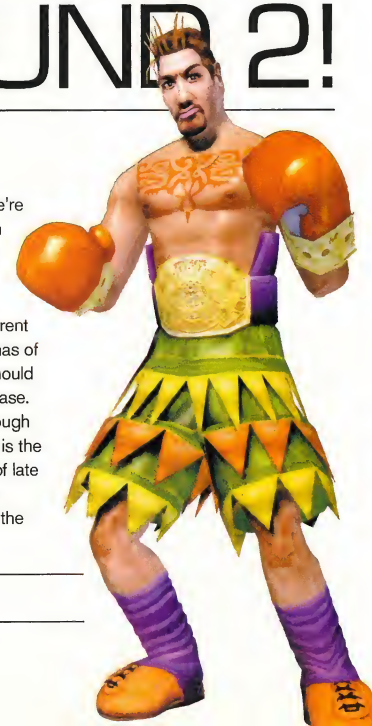
A further eleven new faces join the first game's lineup, each set to receive a generous coating of bruises and cuts throughout play.

Call us sick for investigating this for hours on end, but we're convinced that facial damage is now more apparent than ever with teeth flying and noses buckling as gloved fists pound features.

Call us sick for investigating this, but we're convinced that facial damage is now more apparent than ever!

Allowing us to inspect this in consummate detail was the title's current level of slow-down – induced by arenas of increased complexity, this problem should hopefully be remedied in time for release. One thing which currently shines through (alongside the numerous black eyes) is the humour levels. More than any game of late *R2R2* managed to raise a laugh and, encouragingly, people were laughing with, rather than at the game. Expect more soon!

anticipation ★★★★★



Written by Mark Crawley

Publisher Kemco Developer Papaya Studios Release Date 24 November 2000



01 In the recesses of his converted glove-compartment, Jed was safe from the alien abduction beam... 02 I see the problem mate - you've got a ruddy big 2 hangin' off yer wheel! 03 There's some seriously big air to be had, hope you chose a car with good suspension... 04 Put on that cockney accent and relive *The Italian Job*. 05 Much of the scenery is pleasantly destructible. 06 The draw distance is impressive, when optimised it'll hopefully cease to strain the frame-rate.



TOP GEAR DARE DEVIL

Advance Report

NEXTGEN • Those accurately modelled cities.
• *Spy Hunter*-style defences - but in 3D!
• Eight (EIGHT!) player action... on one (ONE!) machine!

LASTGEN • Minis. Heh heh heh.
• The *Top Gear* name, and it's hardly venerable.
• *Die Hard* Trilogy set the (increasingly popular) template.
• Looks at wee bit slow at the moment and, when moving at the max, a tad jerky

Out-run those cops. Go on, double dare ya!

Joining F1 and rally games in the race towards the end of our tolerance is the, ahem, 'city racer', if PLAY can be so bold as to offer a possible label for what is a rapidly burgeoning sub-genre. And just in case you hadn't realised how crowded the field has become, consider the emergence of

Driver 2, *The Getaway*, *Midnight Club* and now, *Top Gear Dare Devil* - all in the space of a few months.

Of all its competition, it is *Midnight Club* which *Top Gear Dare Devil* most closely resembles, but don't let the similarities fool you into assuming that the two games will be identical. *Dare Devil* might well place you in a number of well-known cities as part of an underground racing team, but it also boasts features which serve to distance it from the more straight-forward racing of Angel Studio's contribution.

For example, the rival gangs and coppers in *Dare Devil* are REALLY out to curtail your progress with bomb cars attempting to scupper your vehicle with ominous sounding 'vortex attacks'... ulp! Fortunately, there are pick-ups to collect which help maintain the

MOT on your chosen car, and even Bond-esque weapons such as a smokescreen are available for use and abuse.

Equally pleasing is *Dare Devil*'s comparatively generous offering of four major cities to terrorise - London (a firm favourite in such games), San Francisco, Rome and Tokyo. Each is split into four levels, which admittedly sounds a little inadequate, but the alternate nature of the gameplay should hopefully ensure that 16 quests is enough. To highlight the difference: whereas in *Midnight Club* you take part in races; in *Dare Devil* one undertakes 'missions' - therefore, if suitably split into separate tasks, content should not be an issue.

The sheer number of comparable titles suggests that developers have been itching for technology to catch up with a shared ambition to realise city-based racing. More tolerant of such a young breed, PLAY looks forward to seeing which elements prove worthy of further refinement... especially as *TGDD* aims to provide eight-player simultaneous action. Diabolical fun, no?

Top Gear Dare Devil aims to provide eight player simultaneous action. Diabolical fun, no?

anticipation ★★★★★

Written by **Mark Crawley**

Publisher **SCEE** Developer **Namco** Release Date **TBA**

01 Colliding with riders or scenery seldom results in a fall – over-steering whilst accelerating will be the main cause of that!

01



Advance Report

NEXTGEN

- Just look at that draw-distance!
- Just look at that detail!
- Just look how many other AI riders you're up against!

LASTGEN

- Just look how many human players can take part at once.
- Erm. Well you're on old fashioned bikes, right. Not futuristic hover sticks.

MOTO GP



Namco revs up for action...

Bike racing sims are rare on consoles at the best of times, so news of Namco's *Moto GP* emerging so early in the PS2's life is particularly well received. Whilst the bias towards realism is something of a departure for the company, considered in context it seems a sensible, if not inevitable, road to take – after all, the leniency displayed in the *Ridge Racer* games would seem ludicrous if applied to the more fragile pursuit of motorbike racing, right?

Well, no. Not according to Namco, because the challenge in *Moto GP* comes not from keeping your rider on his bike (he quite literally hangs on for grim death!), but keeping the bike itself on the tarmac in light of the courses' many rigorous corners. However, think about it a bit and this makes sense – had the opposite been true and the tracks been ridiculously easy to navigate but with every slight nudge causing

a crash, it's hard to envisage an enjoyable racing environment being maintained.

Despite making such concessions in the name of gameplay, the title fulfils its real-world aspirations admirably. Whilst it won't mean very much to anyone who isn't a fan of motorsports, Namco has obtained an official licence for *Moto GP* from the company behind the FIM Road Racing World Championship GP. For those of us who prefer to spend our weekends in bed, names such as Max Biaggi, Mick Doohan and Kenny Roberts won't be familiar, but nevertheless, with these stars, authentic championship tracks and a selection of 32 real-world bikes, the game should convey a convincing, authentic flavour to all.

Of some concern is Namco's insistence on following *RR Type 4's* trend by offering a disproportionately meagre number of tracks in comparison to the generous selection of vehicles. With only five courses initially available, it remains to be seen how long the game can hold players'

02 Don't get caught on the outside with so many other riders blocking that gorgeous line... you'll have to wait your turn now!



03 Crikey - some of these billboards are off-putting! What's he trying to sell? 04 Expert riders can elect to take the green track... 05 The graphical detail really is astonishing. 06 Easy does it! Sometimes 24 MPH is plenty. 07 Keen eyes will spot that the best line is subtly worn into the track. You're looking good here!



attention, the danger being that there simply won't be enough tracks to encourage players through each and every play mode. That success unlocks further circuits (amongst other goodies) gives some comfort, but as a home title *Moto GP* really needs to ration out at least the same number of courses again. Granted, the locations seen so far have been painstakingly recreated, but base expectations of the PS2's prowess render graphical exuberance a poor excuse for minimal content.

Having said that, the number of ways in which the included raceways can be approached is suitably exhaustive, with Arcade, Season, Time Trial and VS play all being available, along with the latest fast-growing trend, Challenge Mode. It's this final addition which *PLAY* is most eager to inspect in detail, likely, as it is, to be the key by which the game's

extras are unlocked - yet, in company, simply managing to grab a pad may well present the biggest challenge itself! With the PS2 marketed as more of an 'entertainment appliance' than a games console, you'd expect *Moto GP* to support social gaming. In this respect the restriction on the number of simultaneous

participants is a little disappointing, but the two player upper limit should at least ensure that frame-rate issues are not allowed to tarnish PS2's prestige during play.

Fast, smooth and demanding, with a draw-distance which far too many 32 bit racers would die for, *Moto GP* should bring an all too rare slice of action to living rooms soon.

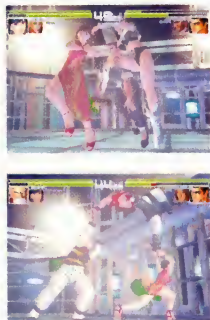
The number of ways in which the raceways can be approached is suitably exhaustive...

anticipation ★★★★★

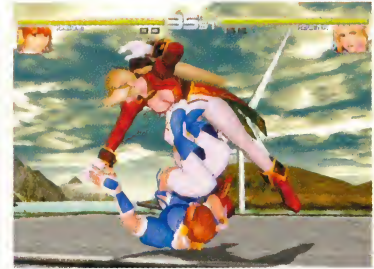


Written by Mark Crawley

Publisher SCEE Developer Tecmo Release Date TBA 2000



01 Characters' fighting styles betray their vocations. Being a ninja, Kasumi catches her opponents arms with a technique similar to arrow-cutting or sword-blocking.
02 Leon looks outnumbered in one of the new Tag Battle arenas!
03 Standard blocks remain in *DOA2* – the necessary pause which follows a powerful attack offers up plenty of time for you to get in a nice painful, damaging throw.



DEAD OR ALIVE 2

Tecmo's arousing fighter returns with more than a boob job...

Advance Report

- NEXTGEN**
- 'Hold' system ensures a constantly shifting balance of power.
 - Tag-Battles done properly in 3D – at last!
- LASTGEN**
- Unparalleled interaction with the scenery for a beat-em-up.
 - Virtua Fighter-esque kick/punch combos.

Despite utilising Sega's arcade hardware to startling effect, the original *Dead Or Alive* had a hard time endearing itself to UK players' hearts. Saturn owners had to splash out on an import copy (after paying to chip their beloved black boxes), the reworked PSX version came too late to rob *Tekken* of its following and, arguably, suffered through its early association with Sony's competitor. Then there were the gazongas to consider – quite simply, *DOA* featured the most over-enthusiastically animated jabberbangers ever to steal the limelight from an innovative and well-balanced fighting system. Looking back, it's not hard to understand how the game's 'Hold' system was overlooked by so many.

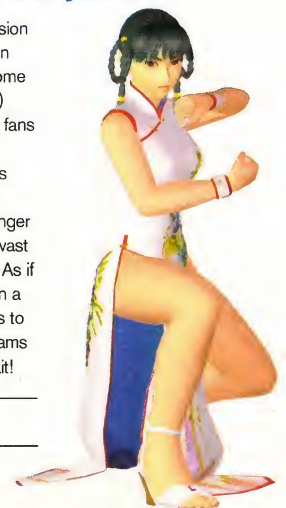
All this is set to change with the second instalment however. Despite the UK Dreamcast and Japanese PS2 conversions doing what is known as 'the business' in their respective territories, we won't be seeing a direct port of either! Rather, British gamers can

look forward to a translation of the enhanced US 'Hardcore' version of the game – created to address the disappointments evident in the original PS2 incarnation (which, thanks to jaggy graphics, some believed to look worse than the DC version!) whilst installing some of the fripperies which fans expected, but failed to receive.

Cue an entirely new, PS2-tailored graphics engine, 80+ costumes, enhanced and new stages (some of which feature the original *DOA*'s explosive 'Danger Zones!') and even a selection of Tag-Battle arenas – which is a vast improvement over the Dreamcast's monotonous single offering. As if that wasn't enough, Itagaki-san's Ninja Team are also working on a CG Gallery mode, an improved intro, extra cinematic sequences to flesh out the characters and... [gasps!] new moves! *DOA2* screams value over its fighters' battle-cries and, quite frankly, we can't wait!

DOA2 screams value over its fighters' battle cries

anticipation ★★★★★



UNLEASH THE BEAST WITHIN



WILD WILD RACING

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Available 24th November



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Rage



incoming



IMMINENT RELEASES FOR PS2

Incoming hosts some familiar faces this month – largely thanks to looming PAL launches. Oh yes, the PS2 is almost upon us!



Aqua Aqua

① Publisher **SCI** Developer **Imagine**
Release date **24 November 2000**

A good puzzler is always welcome at launch and *Aqua Aqua: Wetrix 2* has gameplay to match the head-scratching heavyweights. Rotating falling pieces of land to form water-holding lakes is surprisingly enjoyable and the only reason you won't play this one for hours on end is that it makes you desperate for the toilet (at least that's what Mark says, but he can't sit within earshot of a river without needing a leak). Quite what the scenery-roving Aqua elves add to proceedings remains to be seen, but at £24.99 the interested can certainly afford to find out. Cor, I suddenly need the loo...

anticipation ★★★★★



Pool Master

① Publisher **Take 2 Interactive** Developer **Ornith**
Release date **15 December 2000**

Seldom does so much effort go to such little effect as in the pool/snooker sim. If the development team has done its job properly then the torturous physics governing the trajectory and velocity of colliding spheres should, due to each clacking orb moving as it would in real life, fail to stand out at all. Indeed, it's only when something is awry that such engines catch our attention – good news for *Pool Master* as, despite hosting balls which twang around a little too quickly perhaps, the physics engine appears inconspicuously trustworthy. The power meter causes concern but this looks good for a PS2 pool podium place.

anticipation ★★★★★



Street Fighter EX3

① Publisher **Capcom** Developer **Arika**
Release date **December 2000**

D kay okay, so the response to the Japanese launch of *SFEX3* was understandably underwhelming in the face of clearly superior competition – but funny things sometimes happen to games as they travel from east to west... right Capcom? [Nudge nudge, wink wink...] For example, the interim has afforded ample time for slowdown problems to be eliminated, backdrops to be altered so that they scroll realistically and, what the hell, full-screen optimisation for PAL TVs. But expect all this as we might, we still have to see if such much-needed work has actually been done. Don't risk a buy until we've found out if PAL *SFEX3* is worthy of your cash.

anticipation ★★★★★



Dynasty Warriors 2

① Publisher **Midas Interactive** Developer **KOEI**
Release date **January 2001**

Given that *Dynasty Warriors 2*'s central gameplay would have sat brilliantly within KOEI's feudal battle sim, *Kessen*, its release as a separate entity is somewhat perplexing. Certainly, initial views are coloured by the nagging suspicion that, with somewhat sparse battlefields (in terms of structures), the game's engine should have been adopted as part of a larger project. Fortunately, the screen is kept cramped with enemy soldiers, ensuring that it never seems quite fair to dismiss *DW2* as a sub-game set loose. The game attempts to succeed where the *Fighting Force*'s of this world have failed. Success is much anticipated...

anticipation ★★★★★



Fantavision

① Publisher **SCEE** Developer **SCEI**
Release date **24 November 2001**

Providing the Japanese PS2 launch with some much needed originality, *Fantavision* nevertheless sits in peril of being overlooked by those seeking more conventional hi-octane thrills. This would be a lamentable occurrence as, despite an initially cool reception, the game rapidly opens up to reveal a surprisingly addictive puzzle-based premise. By deft use of the on-screen cursor, players must link chains of fireworks in order to set off impressive pyrotechnic displays before the chance to act fizzles away. A variety of rockets of several colour groupings, all fired up into the midnight sky at differing speeds, are guaranteed to keep you on your toes – whilst positively relaxing at first, *Fantavision* rapidly explodes into the kind of frantic action we've come to expect from its genre.

Aw heck, it's just great to see score-based old-skool gameplay grace a machine that, in general, deserves more creative attention than it has received! The incentive to replay might not quite equal that of old master *Tetris*, but for those seeking a unique experience on a brand new machine, *Fantavision* is one show worth seeing.

anticipation ★★★★★



[Above] During the Star Mine mode, you can produce crazy elaborate displays like this. Who needs Guy Fawkes, eh?



guide to the grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%.

90-100
 If a game scores this highly it's an essential purchase and receives the 'Play Classic' logo as a stamp of approval.

84-89
 We recommend these games as they are fun, lasting and value for money.

75-83
 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Well worth considering.

50-74
 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

35-49
 Games that should be avoided by everyone except die-hard fans and masochists.

0-34
 Complete tripe. We're warning you: these games are likely to induce severe depression!

the games

The only guide to PlayStation gaming you'll ever need!



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Wipeout Fusion



Does this game even need an introduction? Oh well, just for the minority who do, welcome to the inhuman race...

The anti-grav' vehicle by which the PlayStation gained so much of its early kudos is back to do the same for PS2. Yet, despite being suitably wondrous to behold, what initially overwhelmed us press-types about *Wipeout Fusion* was the sheer amount of background information provided to flesh out the game. Now, PLAY understands that speed, control and firepower are dedicated players' main areas for concern, but a cursory glance at an

educated snippet of blurb is nothing if not revealing...

"In the year 2150, the F5000 Race Commission made much of the fact that it was 100 years since the inaugural anti-gravity race league. There was a feeling that the tremendous success of anti-gravity racing may well have peaked, and that mass interest in the sport would inevitably begin to decline unless steps were taken to introduce something new. The gradual technological improvements which were implemented each year were too subtle for the general public to appreciate, so a more sweeping change was announced"

...all of which apes *Wipeout's* real-world situation to a remarkable extent, subtly hinting that the re-branded Psygnosis still has a finger on the gaming public's pulse – and is not about to let it flat-line just yet. *Wip3out* and its subsequent remix, despite representing the ultimate refinement of the series upon release,

received distinctly lukewarm receptions – in holding the incremental nature of the game's evolution responsible for such public lethargy, Studio Liverpool seems to have come to one very logical and lovely conclusion: *Wipeout Fusion* MUST utilise the new technologies of PS2 in order to blow people away. Totally.

So then, exactly what sweeping changes has the 'Federation' made in order to re-ignite its public's enthusiasm for the relaunched F9000 Anti-Gravity Racing League in June 2156? Quite a few it seems – not least of which is ensuring that the event lives up to its 'anti-grav' moniker with races literally being catapulted in a new direction thanks to a new breed of pad which flip craft up onto the raceway's ceiling!

You'd expect technologically improved ships to be available in order to facilitate such manoeuvres of course and, indeed, this latest *Wipeout* boasts a host of 32 reworked vehicles which are more than fit for purpose.

[Below] The tracks look more magnificent than ever. Boot down now!



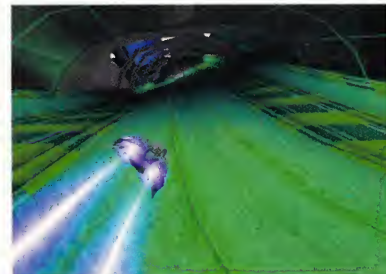
MARCH 2001

PUBLISHER
Sony

DEVELOPER
Studio Liverpool
(Psygnosis)

1-2 Players
70% Complete

Anticipation
★★★★★





“The ships, themselves replete with splendid lighting effects, literally thunder around the beautifully rendered courses...”

Continued



[Above] PLAY can't condone competing with your cockpit open... and buckle-up whilst you're at it!

►► Generally looking like a cross between *Star Wars* *Snowspeeders* and spares from *F-Zero X*, the gritty realism of *Fusion's* PS2-powered graphics is complimented perfectly by such comparatively squat and gnarly craft... and you should see 'em in motion! The ships, themselves replete with splendid lighting effects, literally thunder around the beautifully rendered courses, thanks to a vastly enhanced physics engine – whereas previous installments have relied upon just seven parameters to define handling and manoeuvrability, *Fusion* employs no less than 48! If that seems a tad excessive then remember that damage is now a contributing



factor to performance, the physical deterioration of your ship being well reflected in its increasing inability to respond as desired. But who would want to go and wreck your pristine craft? Not some anonymous CPU drone that's for sure because, like the original *Wipeout*, *Fusion* features a psycho-packed pilot roster – guaranteed to make every encounter a personal affair. Not that everyone on the track will necessarily want to tussle, each pilot sporting a distinctive character

“Seeing your craft gradually disintegrate is arguably as disconcerting as being wiped out in a single concentrated blast...”

which will govern their attitude and approach at any given time – therefore players can expect to witness (not to mention experience) team Tigron's bullying tactics in direct contrast to, for example, Van-Uber's more honourable and respectful disposition. To put it simply, you will find that the opposition pro-actively drive against you and each other, rather than just mindlessly following a set route, firing indiscriminately once a weapon has been acquired, which is so often the case.

Speaking of which, *Fusion's* stance on the various instruments of death which have been developed is significantly advanced over that of its predecessors – evidencing this are weapons specifically designed for two-player mayhem and a proviso that certain firearms must be unlocked before being made available for use. Presumably adopted to ease players into the mayhem gradually, such an approach sits well with Studio Liverpool's intention to provide an environment in which both novices and veterans can revel; although seeing your craft gradually disintegrate, with billowing smoke rapidly giving way to naked flames, is arguably as disconcerting as being wiped out in a single, concentrated blast.

Thankfully, pitting-in grants the opportunity to repair damage before such a

►►



TRACK RECORD WIPEOUT

The PlayStation's original 'killer app' introduced an eager legion of clubbers to the trip-tastic realm of anti-grav' racing, courting sales-bolstering controversy by mere association alone. La-la-large and, indeed, bangin'.

WIPEOUT 2097

More forgiving collision detection (scraping the barriers rather than them bringing you to a sudden halt) was offset by noticeably slimmer tracks – instantly giving 2097 a playability boost. Class.

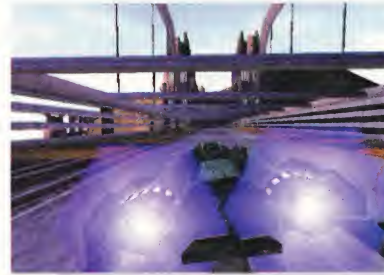
WIPEOUT 3

2097 delivered the goods so consummately that few felt the need to search further for their high-speed thrills – a shame as *Wipeout 3* (despite the twee title) was the 'biz'. Great graphics, tracks and structure ensured loyal followers felt duly rewarded...

WIPEOUT SPECIAL EDITION

...until the 'Special Edition' came along that is! Using *Wipeout 3's* definitive engine to breathe new life into selected tracks from the series' history, this one's perplexingly unmissable yet superfluous all the same. Worth the impulse buy at £20 though.





[Below] Tight blind corner aho! Time to use those air-brakes if you think you can remember how...?



WHAT'S IN A GAME?

As a sequel, *Fusion* isn't going to fool anybody into thinking it's entirely original, but then no *WipeOut* game has been completely devoid of 'inspiration'. Look closely for echoes of the following...

F-ZERO

Element:Setting
Still considered the definitive future-racer by many, Nintendo's *F-Zero* might have lacked weapons but was perfectly balanced to compensate. The reason why most of us slobbered over the new-born SNES despite the atrocity that was *Ultraman*, and not an effeminate Kartie in sight!

STUNT CAR RACER

Element:Outrageous Tracks
Geoff Crammond's seminal racer was responsible for introducing the roller-coaster style tracks which *WipeOut* was to adopt and make its own. The single CPU opponent was competition enough as courses were devoid of any safety barriers! The 16 bit versions are eminently playable to this day.

FATAL RUN & ROADBLASTERS

Element:Firepower (at last!)
We can't recall any smooth-scrolling into-the-screen racer with weapons pre-dating *Fatal Run*, but the post-apocalyptic VCS speed-fest sure set one hell of a trend! Atari later streamlined the concept itself with *Roadblasters*, removing all extraneous features from the central drive 'n' shoot theme.

ELIMINATOR

Element:Inverted Action
Think that racing on the roof is a new idea? Think again! Unlike *STUN Runner* and *F-Zero X* (in which gravity did the business), *Eliminator* featured pads which launched your craft up onto the ceiling. Sound familiar to anyone out there?

[Top Left] Several classically styled craft are present at the moment. Whether they'll make the final code remains to be seen.
[Above] The double trails left by each craft hint at their new found power.
[Above Left] What I wouldn't give for a kick-ass, 'wipe that smile off your face' weapon right now...





[Above] Ship detail is impressive on static shots. In motion these babies look like something else!

▶▶ catastrophe occurs, as well as re-charging those all-important shields. Diligent pilots will ideally want to avoid the need for such time-consuming patchwork of course – on-tap to assist in this is a brand new ‘side-shift’ manoeuvre, allowing the desperate to strafe out of danger when the heat is on. Along with the ability to customise their craft, competitors (or should that be combatants?) will find that this,

“Competitors of all levels get a taste of breathtaking dips, curves and spectacular air jumps...”

now more than ever, places the lion’s share of responsibility for success and failure squarely on their shoulders. Bearing in mind that the gut-wrenching feeling of loss is as bitter as the credit for victory is sweet, players should, whilst tinkering under the hood, remember to account for the fact that their opponents aren’t the tournament’s only hazard.

Indeed, equally treacherous are *Fusion*’s courses – the PS2’s processing ‘oomph’ supporting a brave new philosophy towards level design which sees the more traditional roller-coaster sections giving way to expansive ‘free-form’ areas. Utilising the natural terrain to



provide a more rugged challenge, such zones place the onus even more firmly upon the pilots – who are free to plot whichever course they see fit in order to navigate across.

Lest you be overwhelmed by the sheer responsibility of it all, it’s worth noting that *Fusion*’s repertoire of tracks only adds credence to the game’s ability to accommodate a wide range of skill levels. Each of the seven general locales sports three raceways: a short inner ring, a medium-sized course and a lengthy outer circuit – so being unable to find a suitably testing (or indeed, forgiving) forum is therefore unlikely. Whilst differing in the difficulty stakes, the courses have all pilfered extensively from the pool of features which *Wipeouteers* have become accustomed to – ensuring that competitors of all levels get a taste of those breathtaking dips and curves, spectacular air-jumps and speed-soaked straights.

That’s not to say they’ll get to enjoy all these elements at the same time though, and no matter how much experience tells us that four-player split screen action is typically flawed, *Fusion*’s two-player upper limit can’t fail to



disappoint a little. For the reason, look to the fact that all *Fusion*’s new additions have been expertly melded into the *Wipeout* universe, then try to recall a single four-way split console racer which has REALLY worked in practice [Um, besides *Mario Kart 64* or, well, *Diddy Kong Racing too* – Ed]. After you’ve enjoyed watching *Fusion* chuck approximately 150,000 polygons around a full screen for your benefit, dropping into low-res boxo-vision would scarcely compete... especially considering the speed at which proceedings ensue. I mean, [peering] is that a corner comie... [BOOM!]

Yet the wreckage foremost in gamers’ minds will be that of the PS2’s launch itself; rather than add fuel to the fire of controversy *Fusion* should, thankfully, serve to validate much of the machine’s prestige whilst giving those relegated to a 2001 purchase something to focus upon. By endeavouring with a radical overhaul rather than a simple upgrade, Studio Liverpool has crafted a sequel capable of whetting the appetites of pundits and punters alike. Pierre Belmondo would be proud.



Team Bloodies



FEISAR
A long-standing team sporting a newly signed pilot and craft which are now more manoeuvrable than ever. Rumours of internal disputes between new and old talent are vigorously denied, though, you will soon see how bad the blood is between Feisar’s pilots when you get on the track.



VAN-UBER RACING DEVELOPMENT
The league’s “goody-goodies” and the only team to race with scruples. The acceleration of their craft is complemented by a loss in weight this season, making sure that the Van-Uber ships will be potent, even if their pilots are not.



G-TECH SYSTEMS
Coming in to bring AG Systems a much needed cash injection, the first thing G-Tech overhauled was the ailing team’s inadequate shield technology. With more financial than technical expertise, the new craft excels in no single area – but is certainly one of the best all-rounders there.



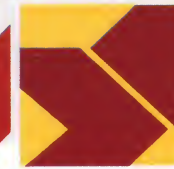
AURICOM RESEARCH INDUSTRIES
Auricom’s craft are some of the sturdiest vehicles with excellent shields and weapons. They benefit from good teamwork going on between lead pilots, operating in contrast to the individualised aggression adopted by the other crews.



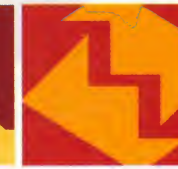
EG-R TECHNOLOGIES
A mysterious and relatively new team which employs technology some way in advance of that enjoyed by its competitors. Leaks from within the organisation have alluded to the fact that EG-R’s prime movers are “not of this world”... scary stuff, but they can sure race!



TIGRON ENTERPRISES
Despite complaints by Auricom, Tigron has yet to be penalised for encouraging its pilots to race in an aggressive manner. Until they bore of the team’s antics, Tigron is free to wreak havoc on the track – meaning players are free to have some serious fun!



XIOS INTERNATIONAL
Marrying the racing of Natasha Belmondo with one of the world’s leading gravity physicists has led to a team which is amazing both on paper and in practice. Only superb pilots will be able to capitalise on this technology, and enjoy an exemplary craft.



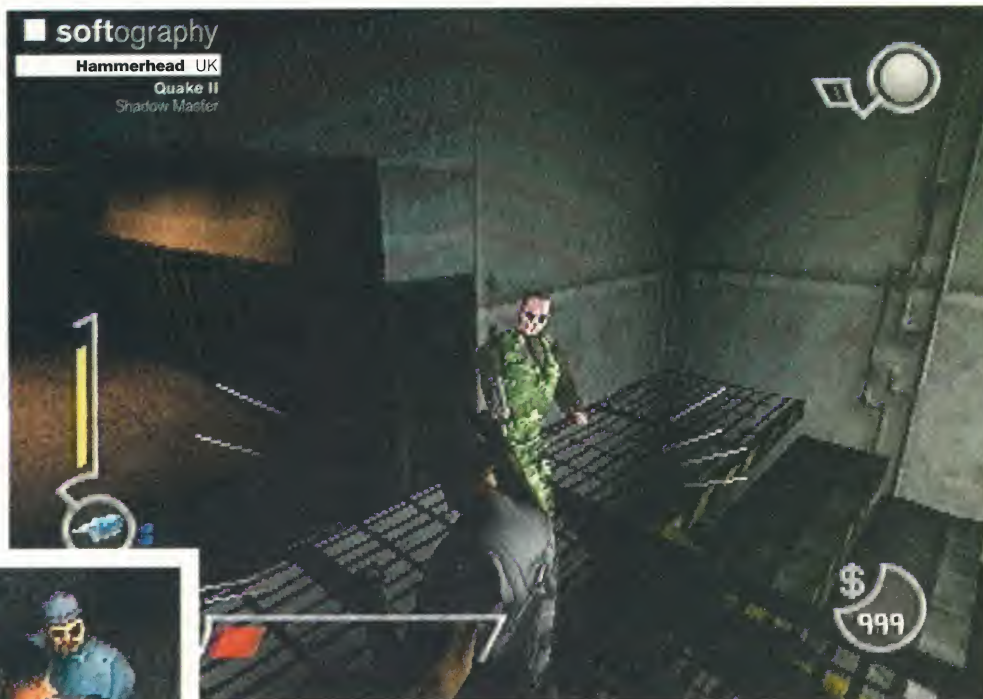
PIRANHA ADVANCEMENTS
This team exists for one reason alone – to realise the vision of Aries Piermont by developing a craft which represents a “physical manifestation of perfection”. This should ensure a finely honed craft which, whilst no pushover, is less demanding than capable.

Blade

With bullets and grenades shooting from the crypt, can Wesley Snipes fail to bring back the head of the movie game license?



[Above] If *Blade* sticks true to the movie and gives us neon-lit blood and gore we'll be happy.



[Above] "Yo Snipes, this is what you get for appearing in *To Wong Foo - sucker!*"



Man has been flirting with the notion of vampirism for centuries. From rotting corpses who devoured travellers as they paused at crossroads, to the classic and infinitely finer attired *Dracula*, they are as varied as the cultures of the world. And now there is *Blade*, a blood-sucking answer in comic form to the blaxploitation movies of the Seventies. *Blade* was a little known Marvel Comic vampire hunter - half man, half vampire - who first started hunting vampires in *Tomb of Dracula* issue ten. Apart from a few cameo appearances in other comics where he'd join forces with better-known superheroes, *Blade* had a pretty low profile. Then in 1998 Wesley Snipes decided that the world was begging to see him kick Steven Dorf's bony white butt and *Blade* the movie was born. After enjoying a brief respite languishing in HMV 'three for twenty quid' video sales across the country, *Blade* is back and this time he's taking on the PlayStation. Heaven help us.

This is not the first time Southport-based Hammerhead has dealt with vampires and superheroes. Way back in 1992 Hammerhead produced Bram Stoker's *Dracula* for Sony and *Spider-man* and *The X-Men* for Acclaim. With

Blade it looks like the developer has at long last been given the chance to make up for these previous transgressions against electronic entertainment.

Unlike other movie licences that have struggled to form viable game around the film's narrative, *Blade* ignores its source almost completely by declaring itself a prequel. With this liberation, *Blade* the game can now focus entirely on taking care of some serious third-person arcade/adventure business without offending the hair-trigger sensibilities of movie buffs. Of course, it could also be a great way of securing the license of a central character without the expense of splashing out for the entire film - but what the heck, let Steven Dorf appear in his own damn games.

Taking the role of the 'baddest' vampire hunter the world has ever known will break down to stalking

through levels of techno/goth-based environments while killing the living and vanquishing the undead. Imagine *Duke Nukem* with a low red blood cell count and you won't be far off vein. In fact you've tapped it perfectly.

Blade's attraction doesn't come from its stark originality as much as from its style. For 'style' you can read "a range of terminally cool weapons." This can only be a good thing, because with 34 variations of evil-made-flesh

DEC 2000

PUBLISHER
Activision

DEVELOPER
Hammerhead

1 Player

95% Complete

Anticipation
☆☆☆☆



[Above] Possessing vampiric senses can give you the edge on your enemy. Failing that, resort to your standard Duke-style gunplay.



[Above] Here comes the obligatory vampiric, "this game won't suck" joke.

Out go crucifixes and in come slot machine-pistol magazines loaded with carbon-tipped munitions...

to deal with you're going to need all the help you can get. Luckily, anti-vampire hardware has come a long way since Van Helsing aced the lord of darkness with his unstoppable stake in heart combination. In *Blade*, the existence of vampires is explained on scientific rather than theological grounds. Out go crucifixes and balloons filled with holy water, in slot machine-pistol magazines loaded with carbon-tipped munitions, grenades that radiate a burst of intense ultra-violet light and that old favourite, the big shiny sword.

So far, actually aiming any of these wonders relies heavily on the auto-aim function while Blade's trademark martial art skills feel and look workman-like rather than crowd-pleasing. Whether or not these fundamental problems can be addressed by the time *Blade* hits the streets is one big gaping unknown. Producing extremely stable 3D engines is nothing new for Hammerhead and with the brilliant *Quake II* they've even managed to bullseye playability. With a three-ring circus of martial arts, gunplay and vampires to get the audience cheering, *Blade* should be able to make use of their undeniable skills and put on one hell of a show. Should it fail we can just sit back and relax because *Blade 2* is on the way and Activision has the license for a full three years. Could this be the beginning of a series of *Blade*-inspired games? We hope so.

[Below] Blade's set to give us plenty to "sink our teeth into." Ho, ho, ho!

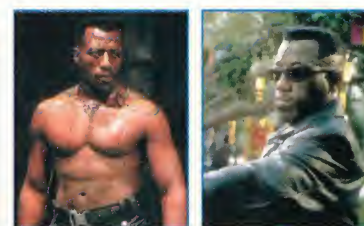


[Above] Fixing the tricky controls, unattractive character movement and slow frame-rate could save *Blade* from an eternity in bargain bins.



Wesley Snipes trivia number one (of one)

Born in Florida in 1962, and star of many motion pictures, Wesley Snipes' most notable televisual appearance has to be as the tough gang leader in the Martin Scorsese directed video for Michael Jackson's *Bad*. Wesley has made over 20 motion pictures yet in his own words, "In the beginning, all I wanted to do was to be a singer and a dancer. That was my real groove, my real interest. When it came to doing films, my biggest goal was to do a commercial!" Well Wesley, it looks like your dream came true – and then some. Especially when you attempted to found a religious army by providing weapons and training for angry youths at your private compound, allegedly. Mr Snipes, we salute you.



Chicken Run



NOV 2000
PUBLISHER
 Eidos
DEVELOPER
 Blitz Games
 1 Player
 90% Complete
Anticipation
 ★★☆☆☆

[Above] Pressing up against walls Solid Snake-style, as you'd expect, helps get a better view. The camera can be rotated freely to boot.



Just another farmed-out license, or an all-round good egg? We egg-scavate the truth! Wahay!

Despite initial gigglings and cynicism at the suggestion, it's not surprising that the term 'Chicken Gear Solid' has been applied to

Chicken Run – especially given that the film was, at heart, a kiddified version of *The Great Escape*. Nope, any misgivings PLAY had were borne from the simple fact that a licensed game, aimed at a younger audience, was hardly going to cut the mustard gas against Hideo Kojima's classic sequel, was it? And then Eidos whisked us off to deepest Essex to demonstrate that yes, actually, it was. Possibly.

Of course, Blitz Games (and even Eidos for that matter) can't hope to compete with Konami's resources and, in keeping with the title's intended age range, *Chicken Run* is necessarily compact in comparison to the sprawling epic that is *Metal Gear Solid*. That's not to say that the work which Blitz keenly showcased was insubstantial. In fact the developer has done some pretty inspiring work given the limited range of locations dictated by the film.

Refreshingly, you can't help but get the impression that the restrictions imposed by Aardman's preconceived intellectual property have helped to focus Blitz on the job at hand, spurring the developer to bring about the stealth-em-up to which PLAY and other Captiva guests bore witness.

In adopting a mission-based approach to progression, the game should rarely have to stray from the film's narrative in which our heroic chickens plot and execute a variety of plans in desperate (and largely unproductive) bids for freedom. The demonstration PLAY received also highlighted the extent to which Blitz has been able to capitalise on the film's humour... even 'mature' players will revel in the sheer stupidity of the patrolling hounds – who can be distracted by throwing sprouts (yes sprouts) for them to 'fetch'. Class.

Scenery is also an important aspect in *Chicken Run* with plenty of objects for Ginger, the lead chick, to hide in, under and behind. Indeed the amount of effort evident in Blitz's work so far is testament to the codeshop's commitment to quality, reminding us that, once in a while, good films get the videogame treatment they deserve.

The developer has done some petty inspiring work considering the limited range of locations dictated by the film...





You An Aardman?

For the few who aren't aware, Aardman is responsible for a bucket-load of distinctively styled films - all of which graduated from the award-winning Nick Park school of *Creature Comforts* animation. If *The Wrong Trousers* and *A Close Shave* don't ring a bell then it's probably time you had a proper rummage around the local video library...



[Above] Your control isn't restricted to poultry - the rodent-based levels see the player in charge of two characters simultaneously.

[Above] The ability to tippy-toe like Abe can rarely be more useful than here. Now Sssshhhhh!

Do The Funky Chicken

The environment can be both a deadly hazard and valuable friend in *Chicken Run*. For every dead-end to get cornered in there's a sanctuary-granting cardboard box-type object to hide under (the wellie is fantastic!), or ledge to escape onto. And don't forget to collect those sprouts for when things get really desperate...



Tomb Raider Chronicles

So the ubiquitous Miss Croft makes yet another return. Does anybody really care anymore? Of course they do...

Croft's buxom, gun-toting speleologist has become as much a part of Christmas as turkey sandwiches and the Queen's speech. Indeed, the crushing inevitability of yet another *Tomb Raider* game appearing just in time for the festive season is arguably becoming more depressing than EA's uncompromisingly banal *FIFA* games.

Last year's instalment of the series – *Tomb Raider IV: The Last Revelation* – represented what could arguably be described as the absolute depths of this cash cow franchise. It saddened PLAY that this gorgeous cyber babe had sullied her once virgin white reputation by being associated with such lackadaisical nonsense. Suffice to say Lara Croft's fall from grace has been hard, with the 'First Lady of Videogaming' now resembling a gin-soaked bag lady. For God's sake, even Steve Guttenberg had the common decency to drop out of the *Police Academy* films after three outings.

Thus we find ourselves faced with yet another formulaic *Tomb Raider* release, which utilises a game engine that has been only subtly revised from that of *Tomb Raider III*. However, this fifth version looks set to breathe new life into the series (well almost).

Unlike the previous *Tomb Raider* narratives, which featured a straightforward progressive plot, this new game will be comprised of key moments from Lara's past adventures. The game's seemingly posthumous setting is unravelled by a number of Lara's ex-associates, who have gathered at the Croft estate for her wake. The assembled associates each recount their own tale explaining how Ms Croft came into possession of no less than four priceless artefacts.

In gameplay terms this will see players guiding the Miss Croft through four dislocated stories, each of which is set in a distinctive location. The four settings include ancient Roman ruins, a mysterious island, a high security Russian submarine, and finally a futuristic tower block, where Lara can be seen sporting a skin-tight black vinyl catsuit

(not unlike Trinity in *The Matrix*). Not only will these missions explain how Lara acquired the four priceless artefacts, they will serve to fill in some of the gaps in her life story (no doubt this will delight the legions of Lara fans who are keen to find out more about their heroine).

The actual structure of the game remains largely unchanged from the previous outings. Accordingly, players can expect the usual blend of exploration, puzzle solving and straight-out blasting action. However, the developers at Core Design have introduced several new elements that should freshen up the action and ensure that this fifth PlayStation *Tomb Raider* title will be the defining moment of the series. For example, Lara has developed several new skills, including the ability to swing on parallel bars, walk tightropes

NOVEMBER 2000
PUBLISHER Eidos
DEVELOPER Core
1 Players
85% Complete
Anticipation ★☆☆☆☆

This latest *Tomb Raider* title by no means represents a quantum leap for the series; however, it contains enough new ideas and inclusions to justify it some attention...





[Above] Lara's new tightrope walking abilities come in handy throughout the game. In order to traverse the rope players must keep their balance by making constant adjustments to Lara's movements.



■ softography

Core Design UK

Tomb Raider

Tomb Raider II

Tomb Raider III

Tomb Raider IV: The 'Last' Revelation
(you get the idea)

Dressed To Kill

This latest instalment in the series will see Lara in not one but four different outfits. Naturally, the classic shorts and vest (as featured in the other games) have made it in. In addition to this, Lara can now be seen as dressed in military camouflage, teenage clothing and best of all a sultry leather catsuit that really shows off those trademark curves of hers. Put simply the PLAY team really can't wait to get to grips with this new look Lara.

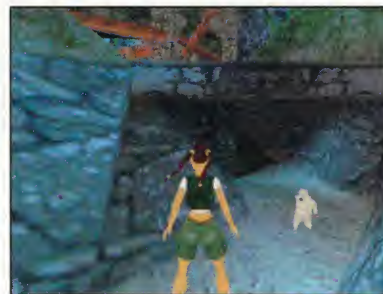




Rather than charging into the fray, Lara can now sneak up on her foes and take them out with non-lethal attacks...

Salad Days

One of the four stories sees a young pig-tailed Lara exploring a mysterious island in search of (yep you guessed it) a priceless artefact. What makes this particular level interesting is that Lara isn't armed with her trusty pistols. Consequently players will be required to use brain over brawn if they are to overcome the obstacles and enemies they encounter. This should provide a nice change from the hectic blasting action featured in the other levels.



▶▶ and finally engage hand-to-hand combat techniques that can be used to perform stealth-based attacks on the game's enemies. The tightrope walking will require players to make constant adjustments to ensure that Lara's balance is maintained. More fundamental to the gameplay will be the hand-to-hand combat techniques that require players to approach enemies in a different manner. Rather than charging into the fray with all guns blazing, Lara can now sneak up on her unsuspecting foes and take them out with some more sophisticated non-lethal attacks (for example incapacitating them with chloroform).

This brings us onto another section of the game that has been improved upon. Namely, the weapons and items at Lara's disposal. As well as the aforementioned Chloroform, players will now be able to use a sniper rifle and more excitingly a grappling hook gun; the latter item allowing Lara to reach areas that would otherwise be inaccessible. Furthermore, the game's inventory system

has been given an overhaul, making it easier to combine items in your possession. An improved search option will also make it easier to go through any drawers and filing cabinets you encounter.

In terms of graphics the game currently looks similar to *The Last Revelation*, however, the level of detail within the environments has been increased and Lara herself now appears more realistic. True to form, Miss Croft's already unfeasibly large breasts seem to have grown some more – a feature which should keep the dirty mac brigade happy. Make no mistake, this latest *Tomb Raider* title by no means represents a quantum leap for the series, but it does contain enough new ideas and inclusions to justify some attention. When combined with the tried and tested gameplay of the previous games, these new additions should make for the most polished *Tomb Raider* experience yet witnessed. Fingers crossed this will serve as a great swansong for Lara's PlayStation activities.

[Right] The enemies you encounter benefit from an improved artificial intelligence system that should ensure they put up some quality resistance.



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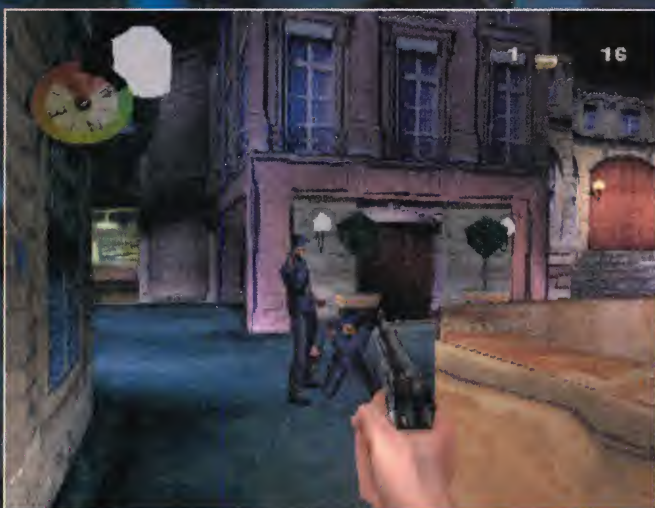
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Medal of Honor Underground



FORGET ABOUT OLYMPIC GOLD, IT'S TIME TO STICK ONE UP THE HUN AND EARN A MEDAL OF HONOR...

Until last year the PlayStation lacked any real quality first person shoot-'em-ups. The ageing *Doom* was probably the premier example of the genre on the system and, whilst enjoyable, it looked archaic next to Rare's sublime N64 *Goldeneye*. Then, seemingly from nowhere, came Dreamworks' *Medal of Honor*. This WWII-themed shooter tore up the rulebook and delivered one of the most atmospheric, intelligent and downright addictive gaming experiences of last year. The player assumed the role of Jimmy Patterson, a new recruit to the ranks of the OSS (Office of Strategic Services) with your task being to complete seven highly dangerous missions, many of which nodded heavily in the direction of classic war films such as *Where Eagles Dare*. The ensuing action offered up a near perfect blend of stealth, strategy and straight out blasting action.

the core structure remains largely unchanged from the previous outing. This time around you control Manon Batiste – the female operative who issued Patterson with his objectives in the first game. Manon's waif-like appearance belies her adept soldiering skills, which allow her to use a variety of weaponry ranging from pistols and petrol bombs to crossbows and even rocket launchers. Her familiarity with such weapons of destruction is rather fortunate as the various missions on which you embark are packed with hordes of goose-stepping Nazi scum.

The game is spread over a selection of international locations, taking in areas such as France, Germany, North Africa, Italy and Greece. Initially, Manon starts the game as an operative for the French resistance (later you're recruited to the ranks of the OSS), undertaking a mission that centres on stealing a truck loaded with Nazi weaponry and munitions. Here you must rendezvous with your brother Jacque (at the Eiffel Tower of all places) who will accompany you on the mission.

This serves as a nice introduction to one of the game's new additions; unlike the

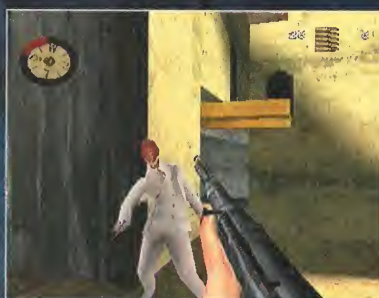
Hell Hath No Fury...

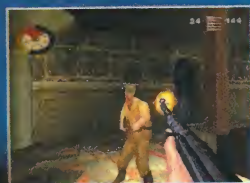
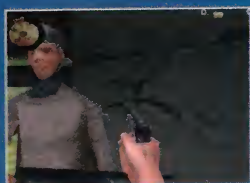
This prequel (which takes place just prior to the events of the original) introduces several new gameplay elements, although

PLAY+ INFORMATION
UK PAL
 Publisher Electronic Arts
 Contact 01932 450000
 Price £29.99

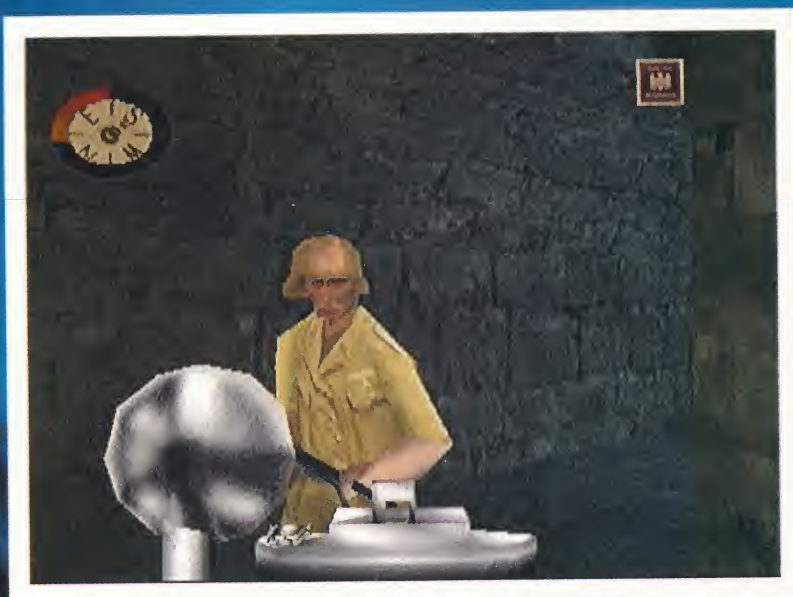


[Above] The sniper mode remains the most satisfying method of dispatching your enemies.





[Above] Falsified papers must be shown to certain guards. Failure to produce these documents invariably leads to trouble.



original game where missions were conducted solely by Patterson, *Underground* frequently requires you to meet up with allied operatives who will aid you in your battle against the Nazis. Some of these allies will fight alongside you, others need to be protected with covering fire as they perform other invaluable tasks

vehicles and a greater level of interactivity with your environments.

In terms of weaponry, everything from the first game has been retained. However, players now have access to petrol bombs, a panzerfaust rocket launcher and even a prototype new crossbow codenamed 'Big Joe'. This latter weapon allows Manon to

Rather than just appearing on foot, the sausage-munching bad guys now appear in tanks, half-tracks and motorcycles...

such as picking door locks. Naturally this opens up a whole host of new gaming avenues with the player frequently being required to clear an area of enemies before their ally bites the bullet. Furthermore, your comrades are often disguised as German officers ensuring that players can no longer adopt the 'shoot now ask questions later' approach that is so typical of the genre.

Additions to the game extend beyond this 'buddy system' and include the increased arsenal of weaponry, operational enemy

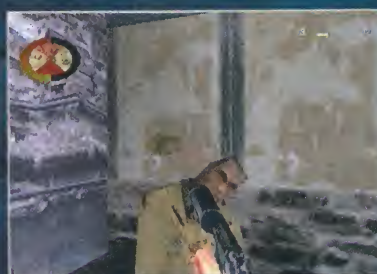
take out unsuspecting guards with a single (silent) hit and proves to be priceless on occasions where your presence must go undetected. In addition to this, the Sniper mode of the original makes a welcome return, allowing the perfectionists amongst you to take out unsuspecting enemies with one clinical shot.

One of the most substantial new

inclusions is the introduction of enemy driven vehicles into the fray. Thus, rather than just appearing on foot the sausage-munching bad guys now appear in tanks, half-tracks and motorcycles (complete with a machine gun-equipped side car). What's

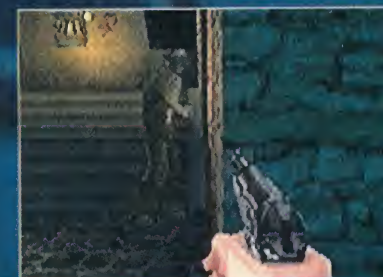
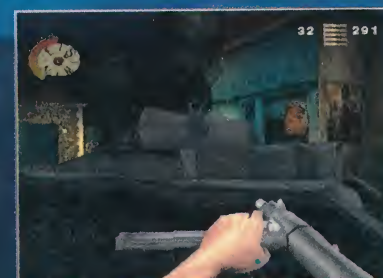
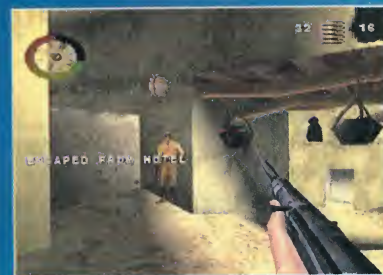
DID YOU KNOW?

- The Monte Casino Abbey that Manon invades during the game actually contained no Nazi presence. The allies bombed it anyway.
- If the lyrics of a popular playground anthem are to be believed then Germany's WWII leader - Adolf Hitler - only had one testicle.



[Above] Naturally shooting your foes at close range almost guarantees a sure kill.

[Above] Shooting these pots down whilst stood directly beneath them will result in your untimely and undignified death.



[Above] Witness this German trooper relieving himself in a darkened Paris alleyway. Then relieve him of breath!

Sisters Of The Revolution

Special mention must go to the game's mid-level sequences. They use genuine war footage to unfold the plot and explain your missions. Furthermore the game also contains interviews with genuine female members of the French resistance with whom the developers consulted to ensure content was authentic to the period.



Continued

Here Comes The Sun

Unlike the original where your missions were all set at night, this new game features several daylight missions. These work surprisingly well and feature some superb effects. For example, during a mission in Casablanca your vision (as well as that of your enemies) is obscured by a rather nasty sandstorm.

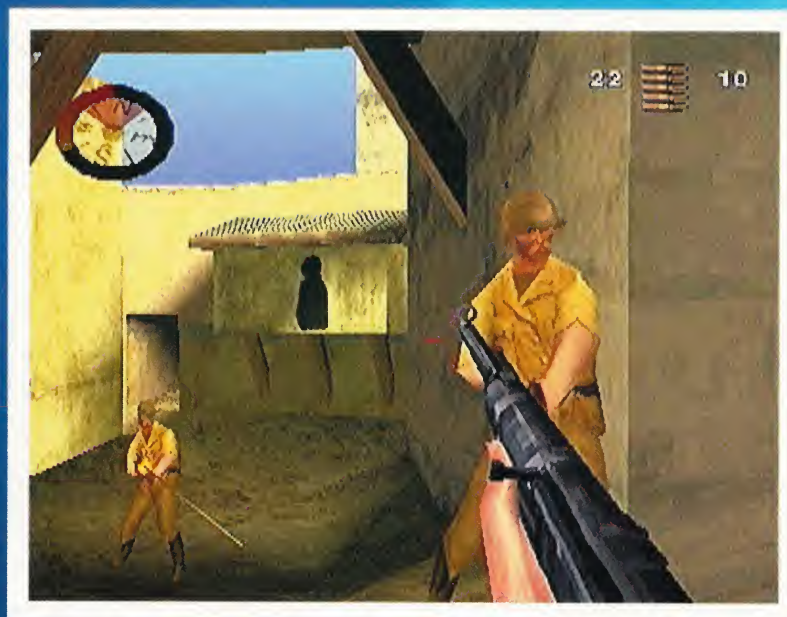


more, the foot soldiers take advantage of this backup and will often use tanks as cover from which to pick you off. Laudably, these vehicles require a more considered approach to defeat, thus bolstering the original game's strategic overtones and adding to the overall atmosphere which the game generates. Indeed, the feeling of tension as you hear the whirring engine of an approaching (off-screen) panzer is palpable. Those who recall *Saving Private Ryan*'s final reel will get chills flutter down their spine.

A greater level of interactivity with your environments is also in evidence. For example hanging pots and crates can be shot down onto the heads of enemies, and likewise the bad guys now utilise their surroundings more effectively. In some instances they'll leap into action via overhead ledges and other openings. The result is that the player must always be on the alert for the next enemy strike.

Death Becomes You

In terms of graphics the game is a triumph and features some richly atmospheric locations, including an archaeological dig site in North Africa, an ancient Abbey in Monte Casino and even Himmler's eerie Wewelsburg castle. Enemy troops are equally impressive: they sneakily hide behind scenery, duck for cover and even catch and throw back stick grenades. Their death throes are no less inspired – a localised hit system ensures that if shot in the leg they'll limp around in agony, whilst shooting them in the stomach sees them desperately trying to crawl away – allowing sadists to ponder on how they will deliver



the coup de grace. Disappointingly, however, many of the death animations have been lifted directly from the original *MOH* game, although, given their quality, this is forgivable.

The disguises of the first game also make a return. In one scene, posing as a photographer at Rommel's archaeological dig site, the gullible and somewhat vain Nazi will actually pose to have their picture taken, blissfully unaware of your true, more sinister intentions.

In terms of sound the incredibly high standards of the first game have been surpassed, with some atmospheric orchestral pieces serving as a suitable backing track to the superb sound effects. These include the aforementioned sound of incoming enemy vehicles and the unforgettable ping as a wayward bullet ricochets from an enemy's tin hat. Structurally, the levels are as thoughtfully designed as ever, although many of them are now much larger than before and feature multiple routes.

Ultimately, a harsh critic could level the accusation that *MOH Underground* is little more than a mission disk with a few bells and whistles and, initially, this charge would seem justified. However, scratch beneath the surface and it becomes evident that this follow-up contains a healthy number of

improvements over its illustrious predecessor. Make no mistake, this is one of the most polished titles of this type on the PlayStation and represents an absolutely essential purchase.



[Above] Certain missions require you to blow up buildings, machinery and vehicles. Once you've set the charges you better get out of the vicinity sharpish.

[Below] At one point you raid Himmler's castle and half inch this rare artefact from under his nose.



PLAY

LOOKS	■■■■■■■■■■
SOUNDS	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
VALUE	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

94

PERCENT

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Alternatively:
 Medal of Honor 95%
 Alien Resurrection 93%

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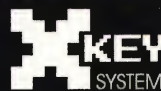
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W03 CFG



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Driver 2

Back On The Streets

AFTER BUSTING HIS CHOPS UNDERCOVER IN DRIVER, TANNER'S BACK IN NEW CITIES, WITH NEW CARS, MORE FEATURES, AND THE SAME BADASS ATTITUDE...

The streets of San Francisco are nothing more than a distant memory for *Driver's* Tanner. Much like the then GT Interactive – now merged within the constructs of Infogrames – who introduced the PlayStation gaming world to an undercover cop with a penchant for fast cars and loss lips in the 1999 hit, *Driver*.

Great gameplay, good looks, thumping music and an environment that resembled four major US cities; *Driver* opened up an all-new sub-genre within the racing fraternity. At last, a game that handled like *Gran Turismo*, featured the seedy dealings of *Grand Theft Auto* and boasted the latest

visual effects was realised in one unique piece of software. Now, a year on, the ride of your life has switched up another gear...

Can You Handle It?

The development team – in a bid to distinguish their sequel sufficiently enough from the original – have disregarded the non-linear mission style of the past in favour of a more rigid structure; no more returning to Tanner's sleazy pad to check for voicemails – each mission takes you directly to the next. As you'd expect Tanner's new millennium exploits take him to four new cities (Chicago, Rio, Las Vegas and Havana), all with realistic curved roads, slip roads, freeways and yes, even bridges

PLAY INFORMATION

UK PAL

Publisher Infogrames
Contact 0208 222 9700

Price £29.99

1-2 Players Memory Card Dual Shock



The ride of your life has switched up another gear...

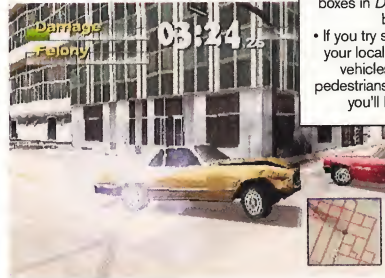


[Below] Turf the donut-eating copper out on his ass, then speed through the cities with your siren blazing and pulse racing.



DID YOU KNOW?

- *Driver 2* is so large, it now comes on two discs.
- Personal designers were called in to fit out Tanner and his partner Tobias Jones.
- There are more cardboard boxes in *Driver 2* than ever before.
- If you try speeding through your local town, ramming vehicles and forcing pedestrians out of your way, you'll be arrested.



Head-To-Head

Technically, *Driver 2* continues the brand's advancement, however, some of the many visual achievements have come at a cost – namely the draw distance of objects (buildings, roads etc), with the local population often appearing out of nowhere. Yet this cost is mostly acceptable as the AI of the pedestrians and the mission objectives have improved significantly, warranting a little bit of visual decay.

Cities are larger and more impressive; the inclusion of drawbridges, tunnels and even more cardboard boxes than ever before all contribute to this two-disc sequel that proudly continues the mischief and mayhem of the original.



– which are a great source of entertainment. [Entertaining bridges? Are you sure? – Ed.]

Naturally, this rubber-burning sequel is lead by gripping cut-scenes and grim story lines as *Driver*'s dynamic duo (who are certainly better dressed than the PLAY team with their exclusive Oswald Boateng and Diesel clothing) find themselves pitted against Soloman Cain and other criminal characters from the underworld.

As with its predecessor, *Driver 2*'s main focal point is the Undercover game option, with Take A Ride and Driving Games remaining present and correct; although they provide little amusement for *Driver* veterans since they were no doubt used and abused in the original. For those unfamiliar with their content, the Take A Drive option naturally speaks for itself, whilst Chase, Getaway, Racing, Trailblazing, Checkpoints and Survival fill the Driving Games category.

More vital is another returning feature. For all the near misses, fatal flips and dare



devil driving, the Director mode returns in triumphant form, with an improved command interface and new cameras to choose from – you can re-record or throwaway to your heart's content.

Bright Lights, Big City

Arguably the most impressive addition is the opportunity to get out of your car and steal another vehicle – whether it's a bus, fire engine, VW van or police car. Yet this opens up more than just car-jacking opportunities as Tanner is required to open lock-ups, plant detonators and chase down criminals in the cause of justice – with serving and protecting the public finishing a distant second!

Hot-dogging around through beautifully recreated cities, the missions our two bad boys face are wonderfully creative: whether you're trapped within an enemy compound,

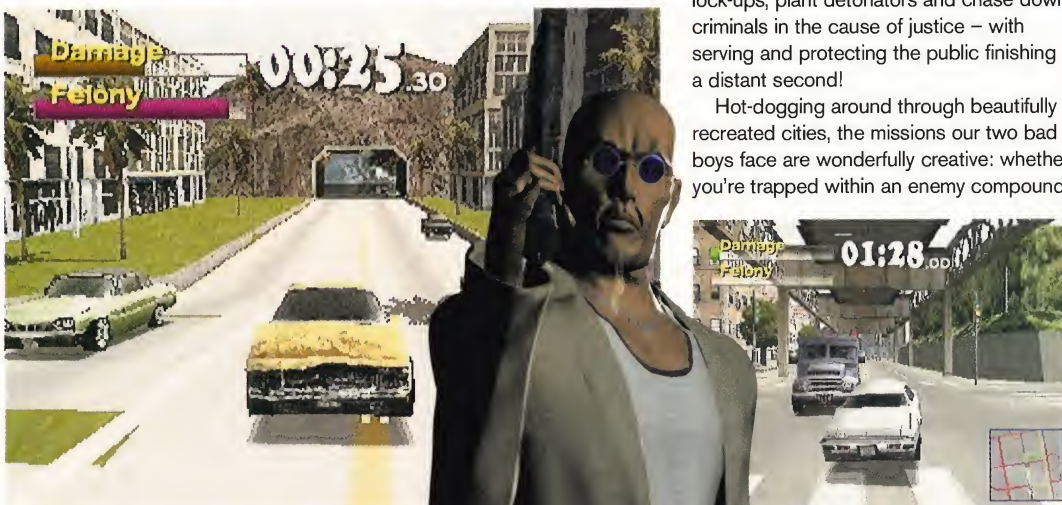
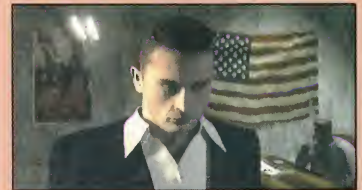


[Above] As with real life Chicago streets, there are a plentiful supply of cardboard boxes to drive through.

Driver 2 provides some of the most thrilling chase action emotions in recent console times...

Kitting Out The Cops

Perhaps setting a new gaming trend we find Tanner's partner, Tobias Jones, sporting a rather trendy collection of Diesel clothing. Fitted out in cool sunglasses and nifty designer wear, he's ready for some tailing action. As for Tanner, he joins such names as Stephen Baldwin, Billy Zane and *The Matrix* star, Lawrence Fishburne as Oswald Boateng was Tanner's personal designer – not bad for a computer character we think you'll agree!



Continued

It Was The Best Of Times

Setting the scene and illustrating the story line - with the aid of some kicking tunes - are FMV cut sequences that continue as Tanner and Jones draw ever closer to their goal. And just to make sure you never lose track of the plot, you're given a short recap from all of the relevant cut-scenes.



or required to tail a suspect, the style and variation is quite innovative and guarantees a high level of enthusiasm from mission to mission. Unfortunately, the applauded graphical design of each of the four major cities works against the usual high calibre of *Driver 2* gameplay, with a shorter draw distance the most painful sight, and polygon clipping popping up all too frequently. This also affects the frame rate, with the original almost unblemished by such technical limitations; this more visually-enhanced sequel features many bouts of slow-down when the city before you gets all too complex for the processor to handle.

Above The Law

Surprisingly, and no doubt reassuringly for Infogrames, this isn't detriment to your enjoyment of the game as much as you might think.

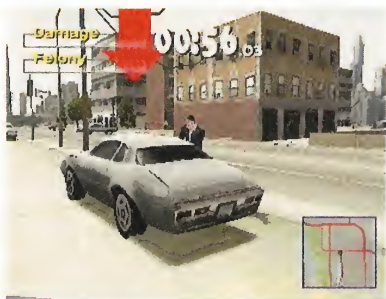
The key to *Driver 2*'s inevitable success is not its great graphics, smooth sounds, large cities or available options, but quite simply the thrill of the chase. There's nothing quite like racing through tunnels, in alleyways or down main streets on the wrong side of the road chasing that elusive criminal - this is what *Driver 2* excels at. But unlike the AI of the criminal element in *Driver*, the murderous swines who try to evade you in *Driver 2* show some sign of intelligence, going as far as to avoid you with a number of skilful (and not always pre-determined) manoeuvres. They'll duck down back alleys or slam into other cars, stopping at nothing to avoid the long arm of the law.

Setting the tone of *Driver 2*'s cut-scenes is a selection of promoted groovy tunes from musical giants, Universal. Songs by Sonny Boy Williamson, Kenny Rodgers and Hound Dog Taylor are amongst the





[Right] Throughout the course of *Driver 2* you'll find yourself going in and out of cars more often than a Taiwanese hooker.



[Below] Nothing tests your driving skills like racing through a quiet suburb going the wrong way down a one-way street.



chosen ones, however, whereas these recording artists set the mood of the game, the actual in-game music has about as much impact on the player as Skoda does on the rich and famous! So take our advice, slam Fat Boy Slim in your stereo and prepare for some 'gangster tripping'.

You Dig?

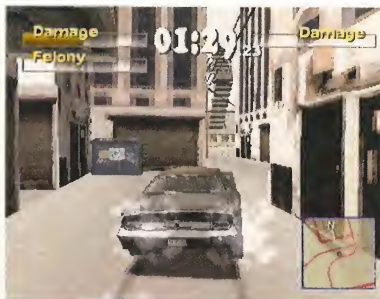
To widen *Driver 2*'s appeal the clever bods at Infogrames have come up with some entertaining multiplayer mayhem. The game includes Tag, Checkpoint Race, Destruction Derby, Capture the Flag and Cops & Robbers, all of which do exactly what it says on the tin. Although amusing for a short period of time, you'll find yourself snatching the second controller



out of your friends' hands and eagerly reverting back to your undercover mission. Considering the success and impact of the original, it was hard to imagine how the sequel could better it. Yet by appealing to

The best cops and robbers racer ever!

the road hog within us all, *Driver 2* provides some of the most thrilling chase action emotions in recent console times. Stylish pursuits layered with tasks and missions to complete are intertwined sublimely, and although the polygon break-up and limited graphical draw distance is annoying initially, once you get behind the wheel of those Seventies beasts you soon forget *Driver 2*'s flaws and enjoy what is essentially the best cops and robbers racer on the PlayStation to date.



You Direct The Action

Back by dope demand is 'Director', a versatile option that allows you to choose from a variety of camera angles in which to design your own action replays. Add camera views, rotate angles and skip frames – the choice is yours!



PLAY

LOOKS	██████████
SOUNDS	██████████
GAMEPLAY	██████████
VALUE	██████████
LONG TERM	██████████

89 PERCENT

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Alternatively:
 Driver 94%
 Runabout 2 83%





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Spider-Man

[Below] Grab a thug, jump on his back and punch him in the head. Of course it's quicker just to punch him, but what the hell, this looks cool.



come across *Spider-Man* and the first sign that someone has actually taken the time to produce a game that looks and feels like it has been designed with the friendly neighbourhood Spider-Man in mind. Heads up...

True Believers

From the moment *Spider-Man* loads and the Apollo 440 re-mixed theme song kicks off, you know that the homework has been done. The opening movie is narrated by Stan Lee's own nasal tones; the dialogue could have been ripped straight out the Seventies cartoon series. And that's just the start. Enter the game proper and you're greeted by an incredibly well animated Spider-Man who really can do anything a spider can. Spin

HE MAY CATCH CROOKS LIKE FLIES, BUT CAN HE OUTSMART A ROLLED UP MAGAZINE?

PLAY+

INFORMATION

UK PAL

Publisher Activision

Contact 01895 456789

Price £29.99



Considering that most game characters are endowed with some form of extraordinary power, you'd think that making a decent game

based on and around super-heroes would be simple enough that every publisher and their dog would be giving it a shot. There's already enough background information on the characters, a million plots are ready to be stitched together and there's a thirsty fan base poised with their hands firmly on their wallets. So why do we always end up with the usual sub-standard bargain box fodder that you can pick up for a fiver a week after its release? Because publishers often see superheroes simply as colourful costumes that can be dropped into any game. With this air of cynicism in mind we





[Above] Get Rhino to charge at you, then get him to run into a huge Duracell. Easy!



Spidey's Tricks!

Not unlike real spiders, Spider-Man can use his web fluid for a variety of roles. And here they are.

The Web swing

So deft is Spidey at web-slinging that he can even swing on non-existent buildings.

Web Spikes

By covering his hands in super-tough webbing Spider-Man can form what are effectively web knuckle-dusters. Hey, that's no fair!

Web Dome

When surrounded by a troop of gun-toting goons, Spider-Man can form a shielding web-dome. By breaking it apart he can send out a stunning shock wave that knocks thugs to the ground.

Impact Webbing

Can't be bothered getting involved in old-fashioned fisticuffs? No problem, just knock them out with a ball of webbing.

Web Trap

The classic catching-crooks-just-like-flies trick.

Web Yank

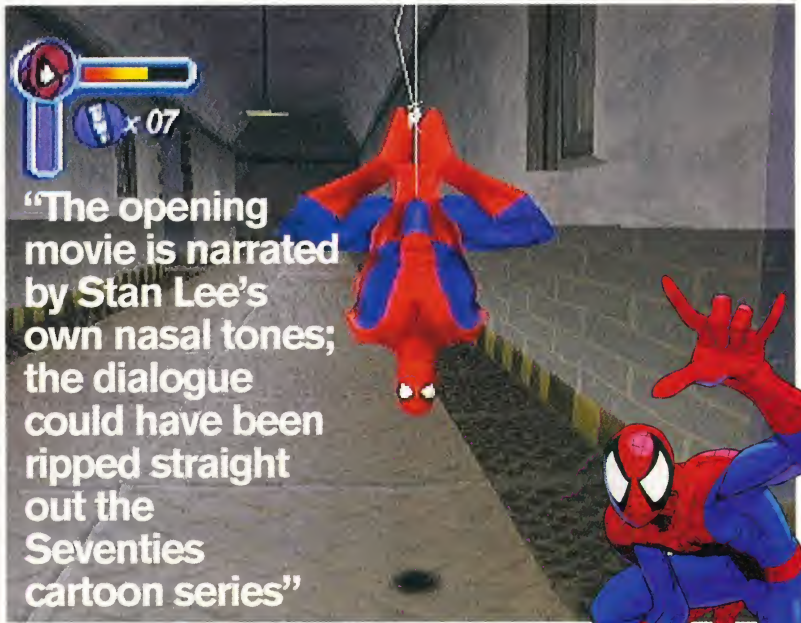
Spray an enemy with the white sticky stuff and then yank them into your fist or a wall.

Zip Line

Tap a button and you'll fire a web line to the ceiling and pull yourself up in no time. This little trick can be used to nip from wall to wall.

Web Trap Door

Spider-Man can dig a hole, coat it in webbing and skulk menacingly in its murky depths. Should a hapless creature pass above and cause vibrations to pass down the silk, Spidey will leap out of the whole and devour them by sucking out all their vital bodily fluids. Honest.



"The opening movie is narrated by Stan Lee's own nasal tones; the dialogue could have been ripped straight out the Seventies cartoon series"

a web any size, catch crooks just like flies? That's just the start. You can punch, kick, web-up, pull around and even shoot classic Marvel henchmen with web balls. Mix this with Spidey's super agility, web-swinging style and obvious wall crawling abilities and you get the first superhero game that actually feels like you're controlling a specific hero, not just a bloke who's wearing the right tights.

With a central character that's so fun to control, it's a shame that he's stuck in what is essentially a series of sub-games with each level seemingly designed to make the most of individual Spider-Powers.

One moment you're web-slinging your way across New York, the other you're crawling on a bank's ceiling, ready to swoop down on unsuspecting robbers. Just as you get into ricocheting off walls, dodging sniper fire or swinging across the city you finish the level by pushing a few buttons, finding an entrance or facing the inevitable end-of-level foe. For a game whose central character is so sticky, it's ironic that

despite a focused story line the game lacks cohesion. It just seems that you're being rushed through a series of set pieces so you can't notice the small



cracks in the game's otherwise perfect surface. Cracks like a camera that occasionally blocks the action and causes

DID YOU KNOW?

- Spiders aren't insects, they're arachnids and belong to the same family as scorpions and young conservatives.
- Certain spiders' silk is stronger weight for weight than steel and is woven together to form light-weight body armour.
- The Spider-Man movie has been given the green light and will be directed by Sam "Evil Dead" Raimi. Let's just hope it's not another Darkman then shall we Sam?
- Spiders' greatest natural predators are birds and rolled up newspapers.

unnecessary pain and hardship; cracks like the fact that Spidey's powers can allow you to avoid goons completely by sticking to the ceiling. Fair enough, this keeps things all very Spider-Man, but when you find yourself finishing the entire game in a day you might want to ask whether there might have been a better solution to this problem.

Take away the red and blue costume and you get an above average game, put it back and you're left with one of the best super-hero games out there. Go figure.



[Above] Spider-Man is laced with cameo appearances from the Marvel universe, but they never seem to stick around for long.



PLAY

LOOKS	■■■■■■■■■■
SOUNDS	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
VALUE	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

82 PERCENT

A fine, yet flawed super-heroic experience.

Alternatively:
 Fighting Force 2 74%
 Ghost in the Shell 73%



**In Space,
No one
Can...**

...er, see rock all! Be aware when considering a purchase of *Invasion* that you really do need a decent TV to play on. The action's fast and enemies are hard to spot and track at all ranges – so that blurry, dark, washed-out picture which the old portable gives out won't be entirely adequate.

PLAY+
INFORMATION

UK PAL 

Publisher Activision

Contact ☎ **01895 450 789**

Price £29.99



Star Trek Invasion

THE SPACE IN YOUR PSX IS STAR TREK'S FINAL FRONTIER. PLAY SEES HOW BOLDLY IT GOES...

Try as it might, the game can't quite quash your urge to keep playing...



It's usually a bad sign when a game arrives at Paragon Palace in its official packaging, after going on general release. At least it means we get the full instructions for once though, and you'll certainly need 'em with *Star Trek Invasion* as, thankfully, the game builds upon established technology. Plundering key *Colony Wars* staff has resulted in what must be, conceptually at least, a Trekkie's wet dream, offering, as it does, the chance to zip around the universe in beautifully rendered Federation craft.

Indeed, the Fed-styled front end will be as instantly familiar to fans of the series as the game's central engine will be to *Colony Wars* veterans. Immediately apparent also are the twitchy, over-sensitive

controls – which the analogue stick's lack of stiffness can't compensate for – that render the game more suited to followers of Psygnosis' previous space-battlers than the TV show itself.

Greetings...

Still, Warthog has ensured that, initially at least, *Invasion* isn't quite as demanding as the games which inspired it, although similar confusion over exactly what to do (and how to do it!) does periodically arise. More often than not, however, the answer to such questions will simply be "duh – shoot the enemy!" as the title is nothing if not a tad repetitious.

In fact, this is where the game stalls and is left, warp coil stuttering, adrift in the void – missions simply drag on past the point of decency, with more enemy waves than are appropriate spoiling the pace of progress. Added to clunky weapon selection and samey action throughout, this creates an experience which is somewhat devoid of fun.

There are some magnificent battles to be had at times

though, and everything looks so utterly slick that, try as it might, the game can't quite quash your urge to keep playing. The day an engine of this quality has truly balanced design applied to it, we'll see something very special indeed – until then, *Invasion* will keep interested parties both occupied and, doubtlessly, irate.

DID YOU KNOW?

- Despite rigid rules protecting the integrity of the Star Trek universe, no decent explanation of Star Dates (heard at the beginning of each episode) has ever been formulated.
- There is a Star Trek 'multi user shared experience' (an online RPG to you and me) available at <http://www.tos.net/>. Check it out!
- We don't want to be picky, but time is the final frontier, not space (just ask anyone on deadline day).



[Above] Locking onto enemy craft is fine, just be sure to look out for asteroids whilst tracking the ship in question...

PLAY+

LOOKS	██████████
SOUNDS	██████████
GAMEPLAY	██████████
VALUE	██████████
LONG TERM	██████████

67 PERCENT

Engaging initially, but in the end... no!

Alternatively:
 Colony Wars: Red Sun 92%
 Wing Commander IV 67%

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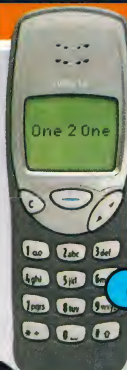
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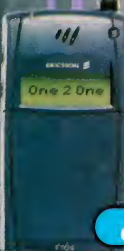


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Spyro: Year of the Dragon

JIMINEY JINKIES, IT'S THE PURPLE PYROMANIAC'S FINAL BOW. GEE, GOLLY-GOSH AND WOWZERS!

PLAY+
INFORMATION

Official PAL UK

Publisher Sony

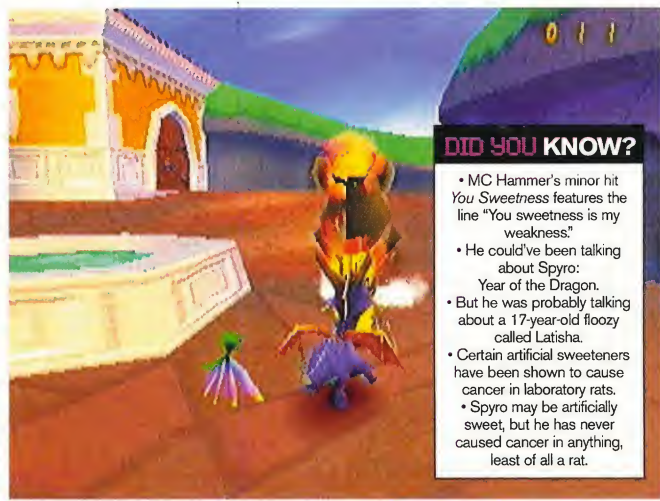
Contact 0881 505 505

Price £29.99

One Player Memory Card Dual Shock



[Below] On your travels you will meet many characters asking for help. No matter how hard you try, you can't seem to burn them to death. Shame.



DID YOU KNOW?

- MC Hammer's minor hit *You Sweetness* features the line "You sweetness is my weakness"
- He could've been talking about Spyro: Year of the Dragon.
- But he was probably talking about a 17-year-old floozy called Latisha.
- Certain artificial sweeteners have been shown to cause cancer in laboratory rats.
- Spyro may be artificially sweet, but he has never caused cancer in anything, least of all a rat.

My Little Pony, Care Bears and Gizmo from Gremlins. Now there's a list of nauseatingly cute characters that we can abide in small amounts.

Enter Spyro and welcome to the third slice of the platform series that's so sugary sweet it could knock a diabetic out cold at a thousand yards. What's new? Well, in an astounding demonstration of originality, style and panache, Spyro no longer has to busy him self by collecting gems and rescuing ancient dragons. Such tired tasks are now solely the property of the previous games and others that paid it 'homage'. So it's out with gem collection, rescuing dragons and burning sheep, and in with... Okay, we lied back there, you still have to collect gems but instead of the aforementioned saving of old dragons you now get to liberate ickle-bitty baby ones.

Pass The Salt

Year of the Dragon doesn't attempt to break any of the moulds already cast by *Insomnia*; it tries to adapt them for an audience who already know Spyro and just want a more sophisticated version. For example, you will no longer have to stare at the rear end of a blue prepubescent dragon for the entire game while he head butts clay pots, because there are now four other sickeningly adorable sets of cartoon buns to admire. These range from the painfully familiar to the strangely unusual. Sheila the Kangaroo is basically an extra bouncy marsupial version of Spyro without the explosive breath. Sergeant Byrd is a flying penguin who can bob about like a hummingbird and launch attacks with his twin rocket launchers. Bentley the Yeti fills

Family Twee!

What cuddly little creatures can be found wandering the polygon landscape of *Spyro: Year Of The Dragon* you ask? Well open your heart and meet these sweet fellows!



Meet Agent 9. He's a space monkey with a raygun and he knows how to use it. Feeling that Marvin The Martian vibe.



And this is Shiela. She has the classic cute game butt-bounce attack, a la Mario. Her super jump allows her to reach those hard-to-get-at places.



This one you know. His name's Spyro, and he's the star of the show. You may recognise him from such games as *Spyro The Dragon* and *Spyro 2*.



[Above] Different enemies require different strategies. Well, you have to figure out whether to burn them or nut them. Oh well.

With such a collection of bizarre talent on offer you know you're in for a range of puzzles that put them to good use...

the classic role of 'the one who moves slowly, yet is unusually strong', while Agent 9 is just your common or garden Mohican-adorned monkey toting a ray gun. With this collection of bizarre talent on offer, you know that you're in for a range of puzzles to put them to good use.

You'd be right, because as soon as

the requisite training sections are over with, it's time to smash boulders, drop crates onto switches and re-ignite dying miniature suns. Does this add to the basic premise of all Spyro games? Not really, no.

**Dragon: 10
Originality: 0**

This will be the last Spyro outing to grace the original PlayStation and, ironically enough, the one that features the eponymous hero the least. Although this weighs in at an apathy-defying 37 levels, you'll only find him operating on 16, with the remainder being made up of boss, race and character specific levels. It's this variety of styles that Insomnia hopes will convince the avid *Spyro* fan that his last appearance is worth a look. But since so many other games have copied (read: ripped off) *Spyro's* graphical style and hands-on feel (yes, we mean you *Muppet Monster Adventure*) it makes you wonder why they waited this late in the game to introduce these new characters and elements.

The series has always been about solid graphics, sound gameplay and top-class

animation; this final offering is no exception. Those of you who were looking for the definitive version of *Spyro* need search no longer, as this is undoubtedly the best. But then again, those of you who really want a third helping of the videogame equivalent of a bag of candy canes really do need to venture out more.



LOOKS	████████████████████
SOUNDS	████████████████████
GAMEPLAY	████████████████████
VALUE	████████████████████
LONG TERM	████████████████████

80 PERCENT

Same parcel, different bow.

Alternatively:
 Spyro the Dragon 2 90%
 Muppet Monster Adventure 86%



PLAY
INFORMATION



Publisher Virgin interactive
Contact 0207 5510000

Price £29.99



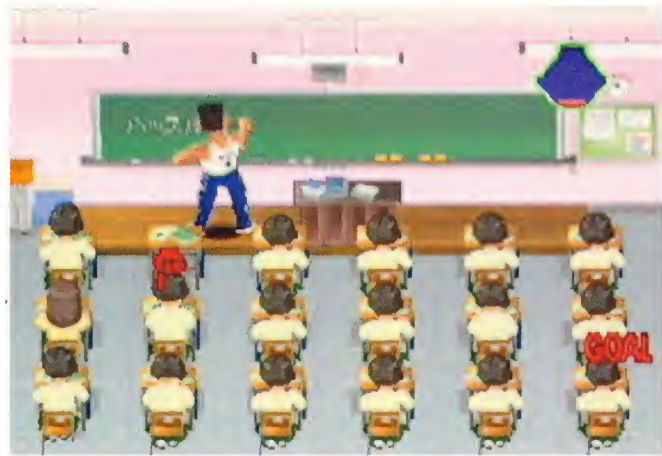
Incredible Crisis

A GIANT CITY-RAZING CUDDLY TOY, TRUMPET-PLAYING BANK ROBBERS DRESSED AS WOLVES AND PSYCHOLOGICALLY DISTURBED PARAMEDICS. WELCOME TO THE WORLD OF INCREDIBLE CRISIS...

[Below] Each of the segments is strung together via a truly deranged set of plot-developing links.



[Below] The 24 varied mini-games will rigorously test both your mental and physical dexterity.



Bank Notes

During the game Taneo's wife Etsuko stumbles unwittingly upon a bank raid. The robbers, who are clad in combats and wolf masks, brandish trumpets and play a tune that Etsuko must follow to unlock a mysterious golden pig. This must surely rank as one of the most bizarre moments in the annals of videogaming history.



Despite being over half a decade old, the PlayStation still occasionally plays host to some genuinely innovative software.

Following in the illustrious footsteps of *Bishi Bashi Special*, *Vib Ribbon* and *Suzuki Bakuhatsu* comes *Incredible Crisis* – a game that provides testimony to the fact that developers can still (albeit far too rarely) come up with unique, compelling and refreshing concepts.

In terms of plot you assume the role of a stressed-out, luckless office worker called Taneo (three other members of the family star in later stages) who must get back from the office to celebrate the birthday of the family's Grandmother. Whilst this sounds simple

enough in theory, the reality is quite another matter. Indeed, as you make your way through the game's 24 mini-games you'll find yourself thrown into an eclectic series of surreal, outlandish scenarios.

Grandma We Love You

One minute you'll be trying to evade a huge runaway ball (Indiana Jones-style) that's rolling through your office, the next you'll be giving a sultry young female colleague a back massage in a Ferris wheel (no, really). During each stage a head-shaped 'rage gauge' builds up as mistakes are made; if this fills up your character blows their top and it's game over. Perhaps the closest approximation to the game is the

DID YOU KNOW?

- Other PlayStation titles that have featured the word 'crisis' in their title include *Ray Crisis* and *Crisis Beat*. The former is an average shoot-'em-up, whilst the latter is a dire scrolling beat-'em-up.
- A minor 'crisis' broke out in the PLAY office when it was revealed that the office drinks vending machine had run out of the substance which it misguidedly advertises as being coffee. Normal service was eventually resumed.



[Above] This scene where Taneo must bale water out of a sinking ship appears in slightly different guises two times later on in the game.



[Above] This voluptuous lady appears throughout the game. Her intentions are not quite honourable.

Stretched Off

Following a nasty bump on the head, Taneo finds himself in the back of an ambulance being posed some absurd questions by two paramedics. If answered correctly you're diagnosed as being fine and are promptly shoved out of the speeding vehicle – still strapped to a stretcher – leaving the Tanster to avoid the numerous road works and incoming traffic.



massively enjoyable *Bishi Bashi Special*, although unlike Konami's game this is a solo player only experience.

As mentioned earlier, the game initially sees you controlling the bespectacled Taneo. The opening stage plays much like the myriad dancing games on the market. You and your colleagues have gathered together in the office to dance away the day's stresses. The player's task is simply to press corresponding joypad directions and buttons as they scroll (to the beat of an insanely catchy tune) across the top of the screen. The sight of the straight-laced Taneo and his co-workers strutting their funky stuff is a wonder to behold, and by the end of this first stage the game has already set out its stall in visual terms. Bright, vibrant graphics are the order of the day and whilst they're simplistic in nature, they manage to lend a suitable cartoon feel to the action.

Mid Life Crisis

Having successfully completed the first stage, a cut-scene is triggered that shows a giant ball smashing into the

office. Gameplay now switches to *Track and Field*-style button-bashing. You must maintain Taneo's speed as he attempts to escape from the incoming ball via a series of obstacle-laden corridors. From here on the stages fluctuate between the sublime and the ridiculous and include having to bale out a sinking boat and shoot down a giant pink teddy bear with a jetfighter. When Taneo's stages are completed, control switches to his wife (Etsuko), his son (Tsuyoshi) and finally his teenage daughter (Ririka). Without spoiling the game's many surprises, you'll end up foiling a robbery, being shrunk down into ant-like proportions and even communicating with a huge alien mothership (in a game which owes a substantial debt to the Seventies toy 'Simon'). This constant variation in gameplay is one of *Incredible Crisis*' strongest cards and ensures that players are kept curious as to what bizarre new task lurks around the next corner.

Office Lady

Graphics and sound throughout are exemplary. Special mention must go to the game's soundtrack that blends together J-pop and Madness-inspired skate tracks with aplomb. Taneo's cry of despair as yet another catastrophe befalls him is also highly amusing. Unfortunately, the game is over all too quickly, with the lack of longevity being compounded by the omission of a two-player mode. With that said, the game's various stages can be played back in isolation – with a grading system providing the incentive to improve your performance. Ultimately, *Incredible Crisis*' imaginative, easily accessible and, at times, frustrating gameplay will appeal to anyone looking for something different. It's just a shame that the ride is over all too quickly.

Fairground Attraction

One of the stars of the show is the stage that features Taneo giving a female colleague a stress-relieving massage on a Ferris wheel. Players must follow the foxy lady's sensual commands until they reach the magic spot. The groans of ecstasy she makes upon completion of the task will appeal to members of the raincoat brigade.



[Below] Many of the stages borrow their themes from Hollywood blockbusters.



LOOKS	██████████
SOUNDS	██████████
GAMEPLAY	██████████
VALUE	██████████
LONG TERM	██████████

82 PERCENT

A hugely innovative collection of mini-games.

Alternatively:
Bishi Bashi Special
Point Blank 2

92%
80%

REVIEW ALADDIN IN NASIRA'S REVENGE

Writer Mark Crawley Available November 2000

[Below] It's not just the jokes that are old: MegaDrive-style bonus stages have made it in too.



[Below] The city of Agrabah is strangely devoid of all but those significant to your quest.



Aladdin in Nasira's Revenge



MARIO 64'S APPROACH TO PLATFORMING HAS BEEN APED TIRELESSLY SINCE IT APPEARED; IS DISNEY'S LATEST EFFORT A DIAMOND IN THE ROUGH?

PLAY INFORMATION

UK PAL

Publisher SCEE

Contact 0881 505 505

Price £29.99



Those who see the cyclic nature of the natural world as something wholly beautiful to behold should look at *Aladdin in Nasira's Revenge* and, perhaps, think again. Winter may bestow a frosted finish upon the land, but it's always accompanied by mountains of dirty slush and a fair few nose-numbing snowballs. Spring might well cause the countryside to burst into colour, but it's funny how the severe bouts of hayfever it induces can't quite block out that 'healthy' country smell. Disney, in tune with the seasons, does indeed craft marvellous animated tom-filmery – yet the company's

games have always tended towards the derivative and had much to thank the inventor of the platform for. And now, after a blissful period of hibernation, Disney's at it again.

Rub My Lamp...

Of course 'now' is a new millennium, so whereas the 16 bit *Lion King*, *Jungle Book* and original *Aladdin* games all utilised samey 2D engines, the forthcoming

Nasira's Revenge, *The Emperor's New Groove* and *102 Dalmations* each take that jumpy-collecty action and shoehorn in an extra dimension. This, in truth, is exactly where the troubles begin – because whereas the MegaDrive, SNES and, yes, even Master System were operating within the boundaries of their capabilities in recreating Disney's cell-frame style animation with sprites, the PSX is ill-equipped to do an equally convincing job with polygons. You'd have thought that somebody somewhere would have picked up on this, but as all industry dolts know, games HAVE to be (or at least look) 3D – it's a rule, because Joe Public (that's you and me, apparently) thinks that 2D games are rubbish. So, rather than put some effort into convincing Mr P otherwise, Disney seems intent upon assuring everyone that 3D games are shite too. At least that's how it looks here, because *Nasira's Revenge*, discounting its music, never once ascends beyond the point of being 'workmanlike'.

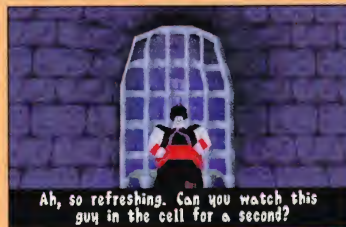
Essentially, Argonaut has lifted the 16-bit originals' elements and transplanted them into a sub-*Spyro* environment – hence you've a sword to slash, tokens to collect and apples to lob. However, rather than meander from one end of each (largely linear) level to the other, progress is now heavily reliant upon deft switch-flicking and acquiring items for certain characters. Whilst a step forward for *Aladdin* games, this is a shuffle backwards for 3D platformers in general – although given the

[Below] The occasional puzzle is welcome.



Monkey Business

Aladdin lives in a strange world – take the sentry that you'll meet whilst playing as Abu (the monkey) in the dungeons, for instance. Handing the watchman a drugged drink, Abu (who is a MONKEY, right?) is asked to guard Aladdin's cell whilst the beverage is slurped. Now we would have thought that this was basic hench training, but do remember folks – accept no refreshment from suspicious simians whilst guarding a hero.



[Above] Don't trust me – that's my master in there, ya cretin!



[Above] The combat leaves much to be desired.



[Right] Howz them apples? Ready, aim, fire!



DID YOU KNOW?

- Aladdin is a 'small' town in Wyoming. Population 15. Currently for sale. Seriously! Check it out at www.NEWyoming.com/Aladdin/
- This is strange however, as we always thought that Aladdin was a mythical place where B-list celebrities go when they are 'done'.

Dream Of Genie

As anyone who's watched the chucklesome Wishmaster will know, the Genie (or Djinn) is not the bestower of (i) wealth, (ii) chicks and (iii) eternal life that we all hope to unearth. Nope, contrary to popular culture, Djinn veils evil machinations and loves nothing better than turning people's desires against them – a fact surprisingly reflected in *Nasira's Revenge*. Witness the introductory level, in which the Genie guides our hero, showing him the ropes and blatantly 'omitting the truth' about being able to stun a certain guard with stolen apples...

[Below] ...lobbing apples at 'em, yeh yeh, let me try!



[Below] Here we go, aim and... heughh!



[Below] Ah, I see. Immune to apples then. Smeg.



Thanks a bundle, you bulbous blue...!

The game struggles to cope with what is actually asked of it, rendering the experience particularly awkward and unenjoyable...

age of the target audience and the sheer difficulty of crafting an all-singing, all-dancing game engine, such measured restraint is understandable. Unfortunately, it's also to no avail, as the game struggles to cope with what is actually asked of it, rendering the experience particularly awkward and unenjoyable for the very players at whom it's aimed.

Make A Wish...

Falling way short of the expected mark, Aladdin's movement is strained and lurchy, animation of the appropriate standard (something flaunted by Disney's 2D games) is conspicuous by its absence, whilst the faded pop-in robs the game of the visual depth normally associated with

Walt's company (surely the settings must have provided latitude for level design to hide this?)

Where the game really falls down though, is in its cumbersome control which, in all frankness, it's hard to see the youngest players coping with. It's not too bad during the opening stages, but you'll find it gets increasingly fiddly as tasks become more technical – especially with such a dodgy camera in tow. On rare occasions the view will be held at a fixed angle, but more often than not the camera's left to its own devices and must, we assume, be under Nasira's control – such are the lengths to which it will go to totally balls Aladdin up.

Struggle onward and it will very soon dawn upon you that the game doesn't exist to extol Disney's virtues of meticulous artistry or kiddified story-telling – it exists to fill a box, pull a buck and compliment the coffers. That a greater percentage of American kids recognise Mario than Mickey Mouse says much about the influence of videogames, however, and Disney needs to appreciate that releasing games of this calibre can only tarnish the company's prestigious name.



[Above] Plenty of tasks are squirreled away. The linear path through each level ensures that thorough play will reveal them all.



PLAY

LOOKS	■■■■■■■■■■
SOUNDS	■■■■■■■■■■
GAMEPLAY	■■■■■■■■■■
VALUE	■■■■■■■■■■
LONG TERM	■■■■■■■■■■

46 PERCENT

Below average cash-in.

Alternatively:
 Muppet Monster Adventure 86%
 Spyro: Year Of The Dragon 80%

Prince Naseem Boxing

PLAY+ INFORMATION

UK PAL



Publisher Codemasters

Contact 0207 43276100

Price £29.99



[Above] The princely Naseem's trademark arrogance is transferred into the game.



AFTER TWO YEARS IN DEVELOPMENT HELL, PRINCE NASEEM FINALLY ENTERS THE VIRTUAL SQUARED CIRCLE. SECONDS OUT...

Typically boxing games fall into one of two categories; either they attempt to realistically convey the pugilistic brutality of their subject matter or they adopt a light-hearted approach, with larger than life cartoon characters pummelling each other into submission. This effort from Codemasters falls into the former category and offers up a simulation-based take on the violent contact sport.

Boxing Clever

Four separate play modes are available, including Showcase, Versus, Practice and World options. It is the latter mode that displays the greatest substance, requiring you to manage and train one of 90 available fighters in a bid to get your gloves on the title belts. Having arranged

a fight you're given a certain number of weeks to hone your boxer's fitness to its peak. This is achieved by adjusting a set of variable training methods, including dietary intake, weightlifting, sparring and such like (brains and brawn, you see).

Having finally stepped into the virtual ring, the initial reaction is one of disappointment. The fighters (including, of course, Prince Naseem) are slightly squat and jerkily animated, with their angular frames shuffling gracelessly around the 16 arenas on offer. Likewise, the gameplay itself feels sloth-like at first and, crucially, punches connect with precious little feeling of solidity (a cardinal sin for a boxing game).

Fortunately, the game's well thought out control interface helps things along and the fights turn out to be thoughtful, tactical affairs. Indeed,

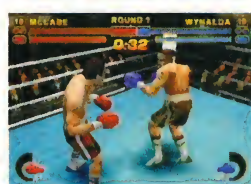
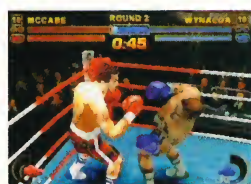
DID YOU KNOW?

- Whilst most boxers appear brutish they're actually quite a sensitive bunch. For example, during the 1997 clash between Lennox Lewis and Oliver 'The Atomic Bull' McCall, McCall broke down in tears in round five and the fight was stopped.
- During his successful boxing career Prince Naseem has never been defeated. He has won all 34 of his fights, with 30 of them ending by knockout.



[Above] In order to get up from being knocked down you must react to a series of on-screen button prompts. Whilst this is a simple inclusion it adds more depth than the usual button-bashing of other titles in the genre.





[Above] A nice inclusion is the ability to throw a variety of counter punches.

simply standing there, jabbing away mindlessly, will not be rewarded with success. Instead, combinations of body blows, hooks, uppercuts and jabs must be strung together if the game's higher-ranking fighters are to be felled.

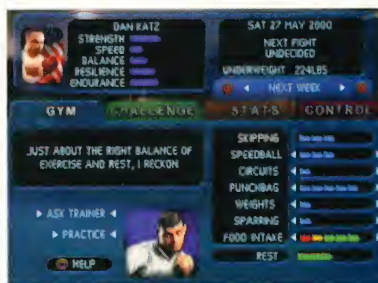
Cauliflower Ears

It was perhaps unfortunate that this arrived on the same day as the highly entertaining *Ready 2 Rumble 2* on PS2. Compared to the instantly accessible, over-the-top and fast-paced fighting of Midway's title the action here seems somewhat staid. Ultimately, *Prince Naseem Boxing* attempts to convey the action of its subject sport in a sober, realistic fashion, an objective that it meets with a good degree of success. Casual beat-'em-up fans will no doubt find the slow-paced action a tad dull. However, genuine boxing aficionados will appreciate this for what it is – an authentic and engrossing boxing simulation.

Combinations must be strung together if the game's higher ranked fighters are to be felled



[Above] True to form a bird-brained bimbo appears between rounds to inform both the blood thirsty fighters and the baying crowd what round it is. Very helpful information.



[Above] A balance must be struck whilst preparing for a fight; train too hard and you'll exhaust your fighter, train too little and you'll be in poor condition for the match.



24 Hour Spar

If victory is to be yours you'll need to spend plenty of time down the gym sparring. Not only does this bolster your character's attributes, it also allows you to acquaint yourself with your boxer's repertoire of attacks.



[Above] The pugilists can perform a selection of punches, including hooks, uppercuts, body blows and jabs. By holding down the buttons these moves can be charged up to devastating effect.



LOOKS	████████████████████
SOUNDS	████████████████████
GAMEPLAY	████████████████████
VALUE	████████████████████
LONG TERM	████████████████████

75 PERCENT

A quality boxing title.

Alternatively:
 Ready 2 Rumble 80%
 Knockout Kings 2000 84%

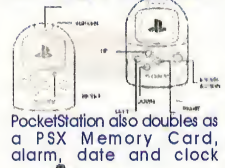


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Disney's Dinosaur

Pre-history – the Disney way

PLAY
INFORMATION

UK PAL



Publisher Ubisoft

Contact 0208 944 9000

Price £29.99



It's not just about ancient monkeys...

When you're a kid, the thought of stonking great lizards ripping merry hell out of each other was enough to fuel your imagination. It's what made visiting museums and looking at bones interesting. But not any more, because Disney have got their Christian value size nines on and they've got some serious kicking to do.

You see, in Disney's mind, mammals of the Cretaceous period would take time out of their hazardous lives to feed baby Dinosaurs with fruit. Not only are they sure you'd want to believe this, they think you want to actually play it. It's not just about ancient monkeys either. Control passes amongst the three main creatures of the movie, each one equipped with different skills. Get them to help (as opposed to eat) each other and progression is made. *Dinosaur* creates a vision of pre-history where gliding pterodons control like flak-ridden jump-jets and form maternal bonds with creatures that, had they not hatched, would have been regarded as food.

Excusing *Disney's Dinosaur's* flaws by saying that it's at least educational is like saying a seven-year old can learn and have fun by watching a knackered video of the Flintstones. Take away the educational content and you're just left with a game that would manage to patronise a fossilised embryo. **19%**



release date
OUT NOW



[Below] What's next, PlayStation Crufts?



Equestriad 2001

Hi-ho silver lining...

PLAY
INFORMATION

UK PAL



Publisher Midas Interactive

Contact 0223 522000

Price £TBC



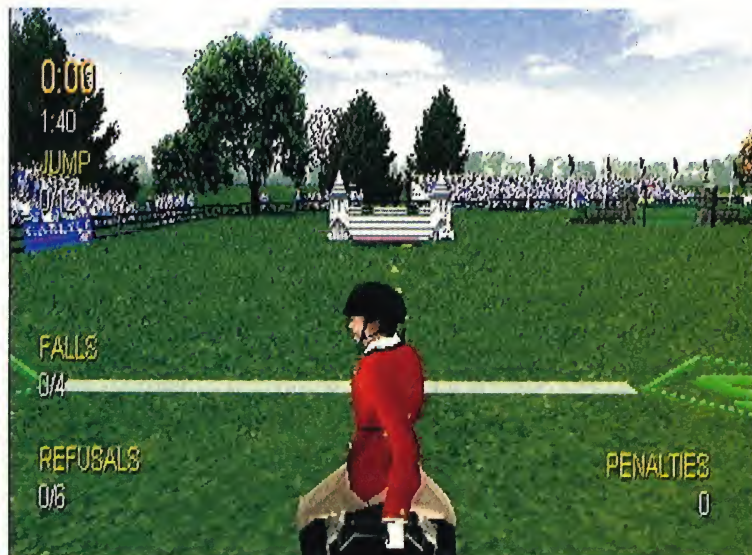
Essentially just a way of training the gentry to hunt.

Translating the handling of an F1 car to a joystick is one thing, trying to encompass the mannerisms of a giddy young filly is something else all together. Or so you'd think. *Equestriad 2001* simulates a sport that is essentially just a way of training the gentry to hunt by giving you horses with cruise control. Shift up and down gear from walk and trot 'mode' to gallop, it's like controlling an old Ford with a horsepower of one. If you come across a jump simply press a button and over you go, nice and easy.

To decry *Equestriad's* simplicity is to miss out on, what feel like, its calming qualities. As you take on the challenges of various courses you are commended or reprimanded by two gentle commentators; you might even hear a light ripple of applause. *Equestriad* is very gentle stuff indeed and succeeds brilliantly in lowering the heartbeat of the player until they enter a state previously only available to Buddhists and potheads.

This is meant to appeal to fans of the sport and videogamers alike and in a strange way it does. Gamers, who really really, cross their heart and want to die, really want a pony for Christmas could do worse than looking here for a manure-free substitute. **70%**

[Below] Without hunting, fox numbers would get out of control, apparently.





Jungle Book Rhythm 'n' Groove

Gee, cousin Louie. You're doin' real good!

PLAY+
INFORMATION

UK PAL

Publisher Sony

Contact 0881 505505

Price £29.99



Onlookers will just think you're dancing like your dad!

[Below] Actual jungle boogie in effect. Yes.



It is such a brilliant idea it makes you wonder why it hasn't been done before. Take a classic Disney musical and place it in a dancing game. Brilliant. As is the law, actually dancing in a dancing game involves pressing buttons that correspond with an on-screen request in time to the music. Plug in a dance mat and you can shift this thumb shuffle to your feet, knock out some serious manoeuvres and break into a sticky sweat.

The game tells you you're doing great, onlookers will just think you're dancing like your dad. *Jungle Book Rhythm 'n' Groove* is a perfect example of the genre. It gives you re-thought, rather than remixed, versions of the classic movie's songs to jig to, while FMV intervals keep everything closely tied to the movie's story. Power-ups can be collected to help you through tricky sections or to add a point multiplier, while 3D characters from the movie shake their cakes. Could it get any better?

Yes, it has even got a Karaoke mode. *Rhythm 'n' Groove* is an excellent addition to the ever-growing number of dance games out there. Let's just hope Disney don't let this one go to their heads and churn out anything involving Phil Collins. Tarzan, we're watching you... **80%**



Tunguska: Legend of Faith

Welcome to Hell. No, really.

PLAY+
INFORMATION

UK PAL

Publisher Take 2

Contact 01753 854444

Price £19.99



Tunguska makes us reflect on the futility of life...

[Below] As the background rotates to reveal more horror, the graphics explode into chunks. Why did they even bother?



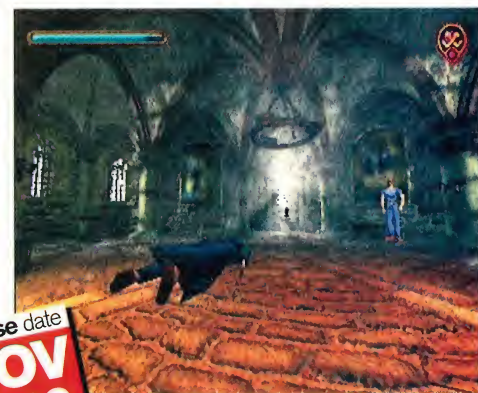
[Below] Block, punch, kick, or just wax on, wax off? At this range we can't tell.



It is a bitter sign of our times that, far from making us happier, technology only seems to have amplified our misery. Take *Tunguska: Legend of Faith* for example; a game whose sole purpose seems intent on making us reflect on the futility of life. In the opening FMV we are witness to a prisoner being electrified in the electric chair and sent to purgatory. And so are you.

At first the backgrounds just seem muddy. Walk towards the end of a screen and they pixelate so much that you just hope that the designers have saved precious RAM for reasons not yet revealed. Well it certainly wasn't spent on the combat system. Battles either take place so far away you can't even see what's going on, or you get pushed of the edge of the screen and everything corrodes as the camera takes up a new position.

When you're not fighting for survival your collecting statuette keys, when you're not doing that you're wandering around a gothic pixel land. What can we learn from a game where areas repeat themselves, revolving blades lock you in death loops and the music just won't stop? There is no reason, and that's quite possibly the point the creators are trying to make. You're born, you're given some hope, you struggle and then you die. **13%**



release date
NOV 2000





Dragon Quest VII

RPG in indecipherable text fiasco!

PLAY+ INFORMATION

Japanese

Publisher Enix

Supplied by Project K
Contact 0208 508 1328

Price Call



release date
OUT NOW

Back in its native homeland of Japan the *Dragon Quest* series has sold literally millions of copies. Yet despite the current trend among publishers to bring anything RPG related to these shores, the series has never made it over to the UK. Having played this seventh instalment it's not difficult to work out why.

Unlike the celebrated PlayStation *Final Fantasy* titles, the developers at Enix have been reluctant to drag their RPG cash cow into the new millennium – consequently *Dragon Quest VII* both looks and plays like a game of the early Nineties.

The plot centres on the exploits of a trio of young adventurers. Initially their quest sees them leaving the town of Fishbell and exploring some local ruins whereupon they stumble across a mysterious map room. After gathering the missing pieces of the maps contained within you're transported to a mysterious set of islands that hold secrets about their own world.

What this hokum boils down to in gameplay terms is an old school RPG, with basic graphics and a by-the-numbers, turn-based combat system. Indeed the game's visuals look positively archaic – tiny pixelated sprites and simplistic locations. The game's main innovation is the way in which characters can be assigned job classes including wizard, soldier and even shepherd classes. As they gain more experience the characters' skills develop accordingly. Hang on, didn't *Final Fantasy Tactics* do this, in English, two years ago? **40%**

Rhapsody: A Musical Adventure

Let the music play...

PLAY+ INFORMATION

US

Publisher Altus Software

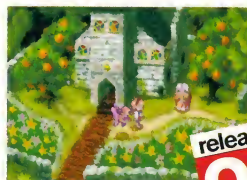
Supplied by Project K
Contact 0208 508 1328

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Cornet's standard attack involves playing her trumpet...

[Below] The many songs contained within the game are hysterically funny. Adding to the enjoyment is the option to hear them sung in their native Japanese.



release date
OUT NOW

This latest RPG eschews the trend of having a young sword-wielding male warrior as its central character and instead places you in the role of the trumpet-playing Cornet. This young girl dreams of meeting her Mr Right (in this case the dashing Prince Ferdinand), a dream that, as the game unfolds, inevitably becomes a reality.

Rhapsody features nicely drawn sprites wandering around the locales of a beautifully realised, hand-drawn world. Perhaps the closest approximation to the game in graphical terms is *Saga Frontier 2* – suffice to say *Rhapsody* is an attractive game.

Gameplay is fairly standard RPG fare with your central quest being made up of additional sub-tasks. As well as her musical abilities, Cornet is also able to talk to puppets (don't ask). These seemingly inanimate toys are found throughout the game with each of them possessing different skills and up to three able to be recruited at any one time to join your party. The combat system is well handled and works much like a watered down version of the excellent *Vandal Hearts* games. After moving Cornet, whose standard attack involves playing her trumpet, your team can each move a number of squares within a grid and the puppets can attack physically or cast a variety of generic spells.

Whilst the game doesn't feature FMV it makes up for this deficit by linking scenes together via some hilarious musical numbers, usually based on subjects such as unrequited love (angst-ridden teenagers will be in their element no doubt). These songs together with the game's somewhat twee plot and visuals may put off older gamers. However, this cutesy facade belies an enjoyable (albeit short-lived) RPG that can be fully recommended to import connoisseurs. **75%**

[Below] A musical theme runs throughout the game. When Cornet isn't despatching the game's foes with her trumpet, she's using it to busk for the game's bizarre currency, Inotium.



Threads of Fate

A cruel fate for a game!

PLAY INFORMATION

US



Publisher Squaresoft

Supplied by Project K

Contact 0208 508 1328

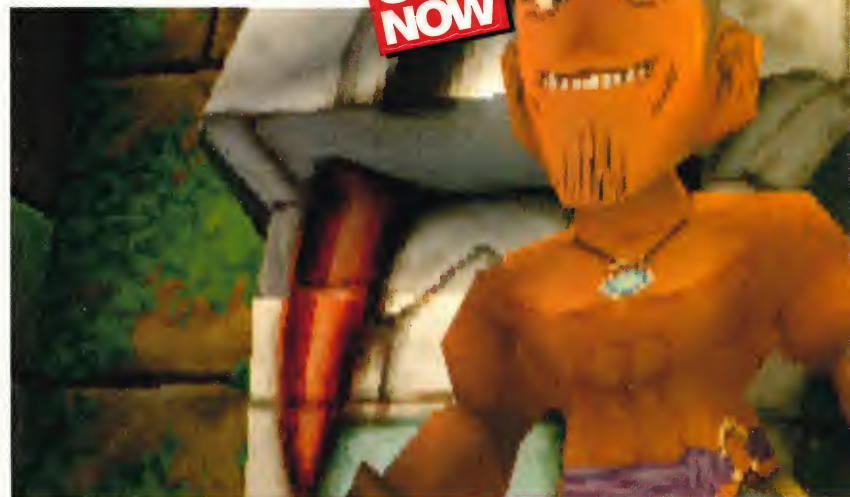
Price £Call



Threads of Fate offers up a fusion of slashing, RPG and even platforming elements...



[Below] The game is loaded with cut sequences that utilise the in-game engine.



All too often the UK market is deprived of quality titles that have been afforded a Japanese and US release. Squaresoft's *Threads of Fate* (known as *Dewprism* in Japan) is a case in point. Offering up a fusion of *Golden Axe*-style slashing, RPG and even platforming elements, this (never to be released in the UK) title serves as a breath of fresh air amongst the po-faced dragon-slaying antics of most of its other contemporary RPGs.

The action itself takes place exclusively within the confines of the port town of Corona (no world maps here). Players can choose one of two central characters, with the choice affecting the way the game's fantastical plot unfolds. Mint is a revenge-bent, spoilt Princess who has been usurped as Heiress to the Royal throne by her sensitive younger sister. Rue on the other hand seeks his lost love who has been abducted by a mysterious demonic being.

The latter character can shape-shift into the form of vanquished foes, whilst the former is skilled in the arts of magic and sorcery. These differing abilities ensure that, whilst the two characters' story's frequently overlap, the game's many puzzles and action sequences must be approached from a distinctly different perspective.

Both graphics and sound are impressive throughout, with the brightly coloured, polygon sprites and locations incorporating a mixture of anime and historical influences. The closest comparisons to the game are Konami's criminally overlooked Super Famicom Geoman games and, put simply, anyone who enjoyed those classic 16-bit titles (forget the disappointing N64 versions) will be in their element with this. **82%**



RPG Maker

Can we build it? Yes we can!

PLAY INFORMATION

Japanese



Publisher Agetec

Supplied by New Age Consoles
Contact 0208 686 7700

Price £Call



It's like owning an RPG Lego kit



You know what this is about, so first thing's first: no, you can't make a role-playing game that looks, sounds, feels or even smells anything like *Final Fantasy VIII*. What you do get though, is one of the friendliest

PlayStation utilities that does exactly what it says on the tin with no tears and no fuss. Creating an adventure couldn't be simpler. It's just a case of defining characters and enemies, building a world out of blocks and setting up a story with the only limitation being your imagination. That's as long as your imagination is filled solely with images of a ten-year-old RPGs running on a Sega MegaDrive.

Despite graphics that make *Vib Ribbon* look like Roger Rabbit and audio effects that sound like they were created by a man with a microphone, brown paper bag and a comb, *RPG Maker* is still pure creative class. Hours can be lost just making a party of totally unsuitable characters for fantastically weird situations where armies of nihilistic pigeons molest robots and gigantic gay dragons have a crisis of faith. The supplied building blocks do limit you to either a Tolkienesque fantasy world or Fifties sci-fi, but thanks to the supplied painting and animation program these can be modified or drawn from scratch with an ease that depends on your own artistic talent.

With all the fine tweaking involved you may never even finish building a full game, but that really doesn't matter. It's like owning an RPG Lego kit in that building something out of nothing is a goal in itself. **88%**

[Below] So it looks like something your cat might have dragged in. So what, the way it plays is up to you.



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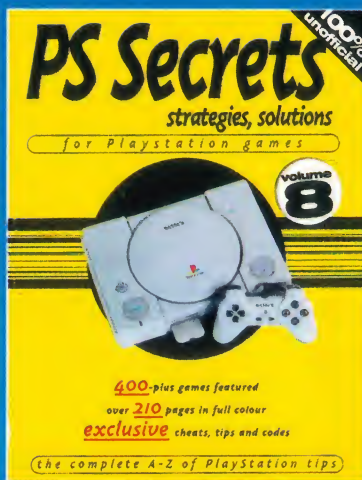
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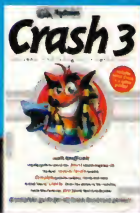
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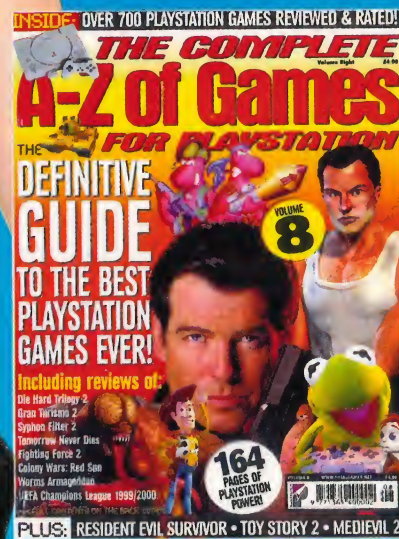
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StationMaster

Welcome to **stationmaster**, where we provide the latest cheats, tips and codes for the hottest releases. If you have any cheats or requests, then feel free to contact us at the addresses shown below...

Q&A

questions&answers

Q I need a cheat to help me get through *Spec Ops: Stealth Patrol* but I can't find any cheats anywhere and I am still on the first mission getting shot to pieces after a month of playing! I am in desperate need of help, can you do anything for me?

Yours, Phillip Jones, Waterlooille

A You are probably finding it tough because the programmers of the game must have had a liking for cheap cider and thus the difficulty levels are all mixed up. It breaks down like this. Sergeant is really easy, Corporal is normal and private is hard. Try playing Sergeant for a while.

Q Do you have any cheats for *Road Rash Jailbreak* except for the four nitro boosts one? And also on *Crash Bandicoot 2* how do you get the red gem on 'Snow Go'?

Gavin Pape, West Yorkshire

A Go to the multi-player selection. Hold L1 + L2 + R1 + R2 + o and then press 5 to display the cheat menu. From there you can enter the following codes. And remember folks, only one request for help at a time.

5-0 mode

BDK

Sidecar mode

CMB

Jailbreak mode

KLFSDA

Q Please, please, please have you got any cheats for *Micro Maniacs* because I can't get past *Blade Runners* and have you got any cheats for *Rayman 2* because when Globox goes missing and the others start crying... [And Cut! One cheat at a time now people! - Station Master]

Michael Thurloy, Nottingham

A Go to the Secret Options, then hold Select and press ↵, X, R1, ↑, ↵, ↓, ↑, ↓, X, ↵ to gain maximum power specials.



Contact the Master by letter
STATION MASTER, PLAY MAGAZINE,
 PARAGON PUBLISHING LTD, PARAGON
 HOUSE, ST PETERS ROAD,
 BOURNEMOUTH BH1 2JS
 fax MARK ALL ENTRIES STATION
 MASTER@PLAY: (01202) 299955
 email SMASTER@PARAGON.CO.UK

Muppet Race Mania

Enter these codes while the Muppets race over the game logo.

ALL RACERS

Press ●, ▲, X, ●, ▲, X, ●, ▲, ■, X when the Muppets are racing over the logo to unlock all 24 main racers. A message will confirm correct code entry.

ALL RACERS AND VEHICLES

▲, ●, ▲, ■, ▲, X, ▲, ▲, X, ●

THE STUDIO TRACK

■, ■, ●, ●, X, ●, ▲, ●, ▲

ARCHES TRACK

■, ●, X, ●, ■, ▲, ●, X, ●, ▲

FRAGGLE ROCK TRACK

X, ■, X, ■, X, ■, ▲, ●, X, ■

THE END AND SIX OVERHEAD TRACKS

●, ▲, ■, ▲, X, ▲, ■, ●, ▲, X

CHEAT OPTION

Press ← → → → ↑, ↓, ← →, ↑ ↑, ↓ ↓ at the main menu. Press m to move below the 'Load Game' option to access the 'Cheat' option. Then you have to press X to select that option for various cheats. Press → when selecting a level to display extra levels.

LEVEL SELECT

Enable cheat mode and press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2 at the cheat menu. A sound will confirm correct code entry.

UNLIMITED LIVES

Enable the 'Cheat option' code. Press L1, R1, L2, R2, L1, R1, L2, R2 at the cheat menu.

EXTRA LIVES

When low on lives, replay the earlier levels over and over. Do not save the game after completing each level that is replayed. After accumulating enough lives, return to the last level that was unlocked and continue playing the game.



Spider-Man

MASTER CODE:

Select Specials at the main menu, and then select the Cheats option. Entering EEL NATS will unlock all of the cheats.

CHEAT CODES

Level selectXCLSIOR
 InvincibilityRUSTCRST
 Full healthDCSTUR
 Unlimited webbingSTRUDL
 Unlimited healthDCSTUR
 Debug modeLLADNEK
 Big head modeDULUX
 All comic booksALLSIXCC
 All FMV sequencesWATCH EM
 All gallery charactersCVIEW EM
 StoryboardCGOSSETT
 What If Contest mode GBHSRSPM

EXTRA COSTUMES

Symbiote Spidey

BLKSPIDR

This outfit gives you unlimited webbing.

Spidey 2099

TWNTYNDN

Spider-Man can now deal out double damage.

Captain Universe

S COSMIC

Gives spidey double damage, unlimited webbing, and invincibility.

Spidey Unlimited costume

PARALLEL

Activate stealth mode by pressing L2.

Scarlet Spider costume

LETTER S

Kinda self explanatory.

Peter Parker

MJS STUD You can only have two web cartridges.

Ben Reilly

BNREILLY Go on, check him out!

Quick Change Spidey

ALMSTPKR

Another outfit that gives you two cartridges.

Armoured Spider-Man

Unlock the Captain Universe costume and select it. Collect the Armoured Spider-Man icon during game play to appear as Armoured Spider-Man for the entire game.

Sub-Mariner

Finish the game in 'What If' mode, and get him on your screen when you scrap with Carnage.



Q I know this is a bit late, but do you have any *Tomb Raider 3* cheats as I accidentally saved over my *Tomb Raider 3* on my memory card. And also do you have any infinite HP cheats for *Final Fantasy VIII*? Thanks for helping anyway. Regards etc

Paul MC, Belfast

PS: if you don't get the cheats I might go mad and join the Rocky Horror Show so please help me.

A I might be the Station Master, but I've only one pair of hands so you can have one answer, okay?

Right, to get all the weapons, medkits, flares and save crystals quickly press L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2 during gameplay. Lara's scream will tell you you've succeeded. Press L2, R2, L2x2, R2, L2, R2, L2, L2x4, R2, L2, R2x4, L2 to skip the level. Of to the Rocky Horror Show you go.

Q I am forever getting stuck on or killed on *Star Wars: Episode One The Phantom Menace*. It's driving me mad! Have you got a level skip or infinite health cheat please?

Helen, Stockport

A Highlight 'Options' without selecting it, then press ▲, ●, ←, L1, R2, ■, ●, → and you will hear a beep. Now hold L1 + Select and press s. A droid test debug menu with level select, FMV sequence, sound test, and invincibility options will appear. Start on your newly selected level by exiting the cheat menu and starting a new game. Watch the FMV sequences and hear the sound effects by highlighting the desired clip and pressing X. Hold L1 + Select + ▲ to return to the menu.

Q Please, please, please give me some cheats for *Spyro 2*. I'm really suck [sic].

Chloe Smith, Harris

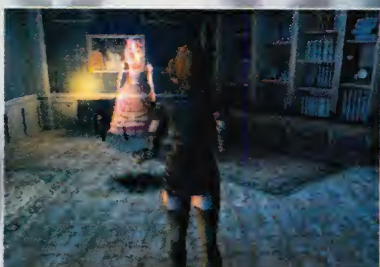
A To gain an extra hit pause the game and press ↓, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↓. If this isn't enough, try holding down L1 + L2 + R1 + R2 and Sparks will point you in the direction of the nearest Gem.

.....more Q&A next month!



Continued

Koudelka



SECRET ITEMS

These secret items are on a time release. You'll only be able to get them once during each adventure. To activate the release, you must have a certain number of items in your inventory. If you have 10, 21, 32 or 43 items in your inventory at the following times, the corresponding secret item will be released.

TIME	ITEM
01:11:11	Besh No Yubiwa
02:22:22	Ogden's Shatsu
03:33:33	Kuronuni No Esa
04:44:44	Charu No Eben
05:55:55	Tamacosoziru
10:10:10	Ogden's Ono
11:11:11	Gargoyle Claw
22:22:22	Roger's Tsue



R-Type Delta

REFILL FORCE POWER

Press Start to pause game play. Then, hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ + ▲

RED POWER-UP

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press ←, ←, ↑, ↓, →, ←, ↑, ↓ + ■

BLUE POWER-UP

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press ←, →, ↑, ↓, →, ←, ↑, ↓ + X.

YELLOW POWER-UP

Collect a Force Pod, then press Start to pause game play. Then, hold L2 and press ←, ←, ↑, ↓, ←, ←, ↑, ↓ + ●

SHIP PREVIEW

Hold R1, R2, L1 or L2 and press the D-pad at the ship selection screen to change the camera view. Press ■ to change the speed of the rotation. Press ▲ or release R1, R2, L1 or L2 to restore the original camera angle

LEVEL SELECT

Use the Delta bombs more than 10,000 times. Check this by viewing your notes on the records file. A Stage Select option will appear when this goal has been completed.

EXTRA CREDITS

Accumulate over three hours of game play increases the number of credits to nine.

UNLIMITED CREDITS

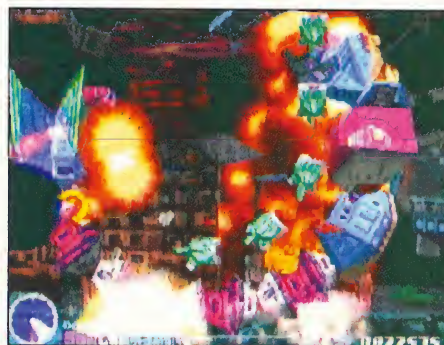
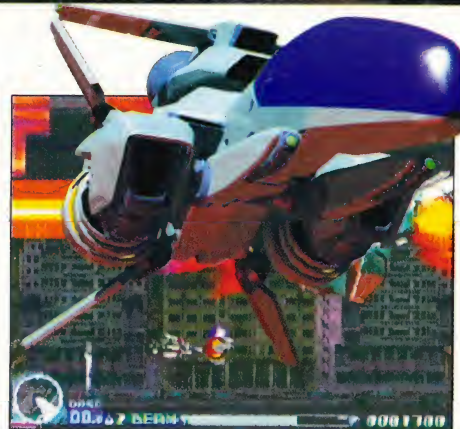
Accumulate over six hours of game play to unlock a "Free Play" mode.

POWER ARMOUR JET

The Power Armour is the best jet in the game. It can be accessed by successfully completing the game either under the 'Human' (normal) or 'Bydo' (hard) difficulty setting, or by playing the game over one hundred times.

GALLERY IMAGES

A background picture is added to the gallery after approximately every half-hour of game play.



Hackers Paradise

We've had hundreds of letters begging for codes and here are your favourites. Enjoy them, because blood, sweat and tears were shed getting them! If you have a game you're dying to crack then send us a postcard labelled 'Most Wanted' and tell us which game you'd love to see blown apart. The most popular games will then receive the full **PLAY** treatment. More next month!



latestcodes

SPIDER-MAN

SLES-02886
COUNTDOWN TIMER FROZEN

8789518E3954

INF WEB CARTS

8780AF84333F

INVULNERABILITY ON

371181133436

INVULNERABILITY OFF

371282123535

DEBUG MODE ON

373161333436

DEBUG MODE OFF

373262323535

FPS MODE ON

3774B2573436

FPS MODE OFF

3775B3563535

HUD ON

3739711B3436

HUD OFF

373A721A3535

UNLOCK ALL COSTUMES

879B6E8AC534

ALL CHARACTERS IN VIEWER

573DC6569539

3300EDFB1A00

ALL MOVIES

5761365A9539

3300EDFF1A00

ALL COMIC COLLECTIONS

5765365E9539

3300EDFF1A00

ALL GAME COVERS

378E9BDD0274

WHAT-IF CONTEST

872191033436

ALL STORY BOARDS

379198843436

LEVEL SELECT

372561273436

SYDNEY 2000

SLES-02859

XPLORER CHECK

570A6BCE9539

6CFF26BF9B00

Note: You need to activate this code to enable the game to load with an Xplorer cartridge plugged in.

ARCADE MODE:

ALL DISCIPLINES SELECTABLE

87CD8F52C134

P1 9,999 POINTS

97E98D063535

87B3A5F25944

P2 9,999 POINTS

9748DE423535

8712F62E5944

P3 9,999 POINTS

97849E7E3535

874EB66A5944

P4 9,999 POINTS

97C0DEBA3535

878AF6A65944

P5 9,999 POINTS

97FC9EF63535

87C6B6E25944

P6 9,999 POINTS

97186E323535

87E2861E5944

P7 9,999 POINTS

9753AF6E3535

871DC75A5944

P8 9,999 POINTS

978F6FAA3535

875987965944

OLYMPIC MODE:

GOLD MEDAL, ALL DISCIPLINES

B7AB7A3A3535

179981A0333B

ALL DISCIPLINES: ROUNDS,

OLYMPIC CLASS &

PARTICIPATION UNLOCKED

B7AB7A3A3535

87D0ACF13238

ALL TRAINING COMPLETE

B71B78383535

875B7F223999

TERRACON

SCES-02836

INFINITE GREEN ENERGY

870DC1D6D599

GREEN ENERGY DOESN'T

DECREASE

77607F9235C1

07EC0B063535

INFINITE BLUE ENERGY

97E624E63535

87AF3BB34C45

INFINITE RED ENERGY

97E822E83535

87B139B54C45

INFINITE YELLOW ENERGY

97EA24EA3535

87B33BB74C45

T.O.P.S. CODES:

START WITH LOTS OF GENERGY

77986A523535

87AE8636D51C

GENERGY DOESN'T DECREASE

7716CE362551

0732EA3A3535

RADAR SWEEPER

378E684C3337

AUXILIARY GENERGY

PROJECTOR

378C664E3539

MICRO MISSILE LAUNCHER

37805A3A2545

LIFE-FORCE REGENERATOR

37704A6A1555

HOLOFLAGE CLOAKING DEVICE

37502A8AF575

FIREPOWER SUPER-CHARGER

3710EACA35B5

TURBO-FIRE AGGREGATE

3790684C3436

ALL

8799751FC42B

COLLECTED L.C.C.S.:

VENUS

87287CA0C334

URANUS

872A7AA2C334

NEPTUNE

870C6CA4C334

JUPITER

870E6AA6C334

EARTH

87106CA8C334

ALL FMV

80010096 FFFF

TOCA WORLD TOURING CARS

SLES-02572

SET TIMER BACK (PRESS L3)

779A4AF6C332

57D650E69539

34FFEEFF1B00

ALWAYS 6 RACES WON

37E195B5333B

ALWAYS GET 100 POINTS PER

SEASON

974ECCF63535

87EA685AD599

OTHER DRIVERS DON'T SCORE

B7AA7A3A3535

1752CCFA3535

MAX CAREER-POINTS

97190DC23535

87514986F5FB

ALL BONUSES AVAILABLE

(PRESS L1 + L2 + R1 + R2)

77A739FBB234

87699B6AC134

ONLY ONE LAP TO

RACE/ALWAYS FIRST

7702A8A73238

3700AAA53238

7701A7A83539

37FFA9A63539

7700A6A9343A

37FEA8A7343A

77FFA5AA333B

37FDA7A8333B

77FDA3AC353D

37FBA5AA353D

LAPS-TO-GO: BISECTED

(PRESS SELECT + R1)

77A141F7BA33

374CCBF83337

LAPS-TO-GO: DEFAULT

(PRESS SELECT + R2)

779B47F9C033

374DCCF73436

LAPS-TO-GO: INFINITE

(PRESS SELECT + R3)

779D4DF3C22F

374ECDFF63535

ALL REPLAY-CAMS SELECTABLE:

ON (PRESS SELECT + L1 + L2)

779E44F8BD33

37CB27C32446

ALL REPLAY-CAMS SELECTABLE:

OFF (PRESS SELECT + R1 + R2)

77A33FF9B833

37D733D7343A

GOOD ACCELERATION

(GRASS & SAND)

37F31488F575

FLYING: ON (PRESS SELECT + L1)

779D45F7BE33

878076A44535

FLYING: OFF (PRESS SELECT + L2)

779A48F8C133

871C1A04E995

OPPONENTS DON'T DRIVE

(NOTE 2)

(PRESS SELECT + i)

77A95907D223

87F6F41C6935

Note: Code cannot be deactivated

during the race.

DRIVE THROUGH WALLS: ON

(PRESS SELECT + o)

7719C977C2B3

87BEB0E04535

DRIVE THROUGH WALLS: OFF

(PRESS SELECT + k)

77B969D7E213

877E70200575

AUTO PILOT: ON

(PRESS _ + SELECT)

7765A74F7436

87200CBF3635

AUTO PILOT: OFF

(PRESS SELECT)

77A5678F3436

87E1CBC01565

NITRO BOOST: ON

(PRESS _ + i)

7756983E6545

870AF8093436

NITRO BOOST: ON

(PRESS _ + m)

7726688E3575

870BF9083535

Tony Hawk's Pro Skater 2

Tony **'I want to fly'** Hawk and his **balls-of-steel** pals are back with another **trick-tastically good** ride. Learn to **skate like a pro** with our full guide – you'll be **flippin' fantastic**.





LEVEL 01
The Hangar
 LOCATION: MULLET FALLS, MONTANA

TASK ONE
HIGH SCORE
 10,000\$100

TASK TWO
PRO SCORE
 25,000\$200

TASK THREE
SICK SCORE
 75,000\$500

TASK FOUR
 COLLECT 'S-K-A-T-E'\$150

LETTER S
 From the start, head straight over the halfpipe (with a huge-scoring trick, of course) and grab the first letter.



LETTER K
 Grab the K as you perform a trick on the outside ramp in the main room. It's on the opposite side from the start, about halfway along.

LETTER A
 For this one, it's time to fly high. Launch yourself over the plane in the main room to get the letter A.

LETTER T
 Found by the windows on the outside ramp in the main room. It's on the same side as the start ramp.

LETTER E
 In the second area, do a trick on the rear ramp (outside the secret area) and grab the final letter.

TASK FIVE
BARREL HUNT
 ALL BARRELS\$150



BARREL 1
 There is a set of barrels on the flat of the halfpipe in the main room.

BARREL 2
 Found on the floor on the outside of the main-room halfpipe.

BARREL 3
 In the second room, knock over the next set of barrels on the ground near the glass.

BARREL 4
 There's a set of barrels just behind the small ramp at the back of the second room. Push ↑ to roll over the lip and knock 'em down.

BARREL 5
 There's another set of barrels on the floor in the main room. They're to the left of the starting slope.

TASK SIX
COLLECT 5 PILOT WINGS
 PRIZE\$250

WING 1
 Find Wing 1 hanging above the propeller



[Above] In the cold night air of the mountains, it's a wonder that you don't freeze solid at that altitude.

TOP TIPS
 When falling from a so-called 'Big Drop', press and hold X to stop your skater from bailing. Tricks done down a Big Drop can score plenty of points as you have more time to spin further and get more combos out (as long as you land them, that is).

SECRET SKATERS
PLAY AS SPIDER-MAN
 To play the game as the webbed wonder, finish the game by completing all level objectives in Career mode with a created skater.
PLAY AS OFFICER DICK
 Finish the game by completing all level objectives in Career mode.
PLAY AS PRIVATE CARRERA
 Get all the gaps in each of the regular levels (non-competition levels, in other words).
PLAY AS EIGHTIES-STYLE TONY HAWK
 Finish the game by completing all level objectives in Career mode with Tony Hawk to unlock Tony Hawk's Style C.

NEVERSOFT SKATERS
 *At the main menu, hold L1 and press ↑, □, x2, △, ⇐, ○, △. If you entered the code correctly, the wheel will spin. Then, enter Create-A-Skater mode and enter 'Joel Jewett', 'Connor Jewett', 'Mick West', or any other people from the Neversoft development team (check the back of the instruction manual) as your skater's name.

SPECIAL METER ALWAYS FULL
 Pause the game, then hold L1 and press X, △, ○, x2, ⇐, ⇨, △, □. This allows you to have a constantly full special bar - how lovely! Alternately, finish the game by completing all level objectives in Career mode five times.

TURBO MODE
 To increase the speed of the game by 25%, pause the game, then hold L1 and press ⇐, □, △, ⇨, ⇐, ○, ⇐, □, △, ⇨, ⇐, ○.

BLOOD MODE
 Pause the game, then hold L1 and press ⇨, ⇐, □, △. This toggles the blood mode on/off.

FAT SKATER
 Fancy making your skater look like he/she has eaten all the pies? Pause the game, then hold L1 and press X x4, ⇨, X x4, ⇨, X x4, ⇨. This code may be entered multiple times to make your skater even fatter! Alternately, finish the game by completing all level objectives in Career mode seven times.

THIN SKATER
 On the other hand, do you want to make your skater look like they're auditioning for the prize of 'Stick Of The Week'? Well, pause the game then hold L1 and press X x4, □, X x4, □, X x4, □. This code may be entered multiple times to continue making your skater thinner. Alternately, finish the game by completing all level objectives in Career mode 11 times.

TONY HAWK Air Junkie Number One

SKATE STYLE:VERT
FOOT STYLE:GOOFY FOOTED
AIR:8
HANG TIME:6
OLLIE:3
SPEED:7
SPIN:9
LANDING:6
SWITCH:4
RAIL BALANCE:4
LIP BALANCE:7
MANUALS:6
SPECIAL TRICKS:
Overturn	⇐, ⇨, △
Sacktap	⇐, ⇨, ○
The 900	⇨, ⇐, ○

BOB BURNQUIST Air Junkie Number Two

SKATE STYLE:ALL-ROUND
FOOT STYLE:REGULAR
AIR:7
HANG TIME:6
OLLIE:6
SPEED:6
SPIN:6
LANDING:4
SWITCH:9
RAIL BALANCE:3
LIP BALANCE:8
MANUALS:5
SPECIAL TRICKS:
Rocket Tailslide	⇐, ⇨, △
One Foot Smith	⇨, ⇐, △
Racket Air	⇨, ⇐, ○

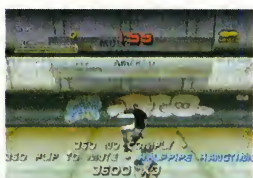


(ABOVE) Grind the helicopter blades to make it fly off and crash through the roof. This will open up a secret room and a whole lot of mess on the floor.

TOP TIPS

Moving vehicles such as the taxis and trains on the New York level and the Golf buggies in the school can all be a pain in the backside as they can run you over without compassion and due care. This can be annoying when you're building up speed to launch a gap, so beat them at their own game and launch off their roofs - this will give you some extra points, especially if coupled with a spin/flip or grab trick afterwards.

(BELOW) The trick (pardon the pun) to getting a large combo is timing - not to mention very nimble fingers and a lot of air.



in the main room. Launch from the outside edge ramps of the halfpipe to get it.

WING 2

Grind along the rail just behind the plane in the main room. Not only will you look flash, but you'll grab another Wing too.

WING 3

In the second arena, launch up the quarterpipe opposite the secret area to grab the next Wing. Cool!

WING 4

On the outside ramp in room two, just by the glass. It's high above the ramp which is opposite where the letter T was found.

WING 5

You must clear the gap between the ramps that cover the starting slope. Aim high and grab the Wing on the way up.

TASK SEVEN NOSEGRIND OVER THE PIPE

PRIZE.....\$150

From the start, head dead straight down the ramp and push $\uparrow + \Delta$ to nosegrind over the curved rails that sit over the halfpipe in the main room. Alternatively, do this in combo with another trick to score big and get the bonus.

TASK EIGHT HIT 3 HANGTIME GAPS

PRIZE.....\$150

GAP 1

The halfpipe in the centre of the main room is the first gap. From the start, head down the ramp and perform a huge and very



fancy (with lots of grabs) trick over the gap.

GAP 2

Launch up over the plane in the main room. You can either launch off the wing or the small boards that cover the nose and tail. Either way, do it big, do it large and score plenty.

GAP 3

In the next area (enter by smashing the central windows), get some speed up by doing a trick on the outside ramp and launch over the helicopter. You must clear both ramps to make the bonus.

TASK NINE FIND THE SECRET TAPE

PRIZE.....\$150

In the secret area at the back of the second room (opened by grinding a helicopter blade), head for the quarterpipe at the back of the room and ye shall find the Secret Tape.

100% GOALS AND CASH

PRIZE.....\$200

There's \$500 in loose change to grab around the level. Check the wind tunnel (secret area 2) and above the outside ramps in both main rooms. The trickiest one to get is on the lighting rail high above the halfpipe in the main room - reach it by launching high and fast from the second room. Once all goals have been met and all bonus cash has been collected, you'll receive \$200 for your troubles and the level is 100% complete.

SECRET AREAS

AREA 1

Enter the second room (with the helicopter) and grind or slide along one of the helicopter's rotor blades. This will make it take off (and smash the roof to bits) and open up a secret area at the back of the room.

AREA 2

You'll notice a propeller on the wall inside the halfpipe in the main room. You must launch off the outside ramps so that you land on the centre of the blades. Done correctly, this will smash the wall and open up a secret area into the wind tunnel. Here you can grab some cash and get some phat air on the ramps inside.



LEVEL 02

School 2

LOCATION: SOUTHERN CALIFORNIA

TASK ONE HIGH SCORE

15,000.....\$200

TASK TWO PRO SCORE

40,000.....\$350

TASK THREE SICK SCORE

100,000.....\$500

TASK FOUR COLLECT 'S-K-A-T-E'

PRIZE.....\$400

S

From the start, turn right by the first Bell and head down the slope. Grind or slide the rail for the first letter.

K

In the raised courtyard at the bottom of the slope, grab the K from the quarterpipe on the raised section in the centre.

A

Grind the long rail that leads down from the raised courtyard to the main playground.



STEVE CABALLERO

Air Junkie
Number Three

SKATE STYLE:.....ALL-ROUND	SWITCH:.....6
FOOT STYLE:.....GOOFOO FOOTED	RAIL BALANCE:.....7
AIR:.....6	LIP BALANCE:.....6
HANG TIME:.....7	MANUALS:.....5
OLLIE:.....6	SPECIAL TRICKS:
SPEED:.....7	Hang Ten..... \uparrow, Δ
SPIN:.....4	Triple Kickflip..... \uparrow, \square
LANDING:.....3	Frontside 540..... \uparrow, \circ

KAREEM CAMPBELL

Air Junkie
Number Four

SKATE STYLE:.....STREET	SWITCH:.....6
FOOT STYLE:.....REGULAR	RAIL BALANCE:.....7
AIR:.....6	LIP BALANCE:.....3
HANG TIME:.....8	MANUALS:.....6
OLLIE:.....7	SPECIAL TRICKS:
SPEED:.....6	Nosegrind To Pivot..... \uparrow, Δ
SPIN:.....9	Ghetto Bird..... \uparrow, \square
LANDING:.....5	Casper..... \uparrow, \circ

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T

The T is on the long wallride quarterpipe on the far wall of the playground.

E

On the wall by the first Roll Call rail, head up the left-hand quarterpipe against the wall and grab the last letter.

TASK FIVE WALLRIDE 5 BELLS

PRIZE.....\$500

BELL 1

The first bell is on the wall on the right as you start. Run up the small box ramp and wallride over the bell.

BELL 2

Head down to the courtyard and head around the outer areas. There's a bell on the right-hand side (in relation to the long stairs).

BELL 3

Just by the first Roll Call rail, ollie onto the raised section just behind and wallride over the bin and hit the bell.

BELL 4

It's on the far wall by the long blue slope in the playground (where you collected the T).

BELL 5

Head past the blue slope in the

playground and past the stairs where you grabbed the A, and wallride the bell on the left side.

TASK SIX COLLECT 5 HALL PASSES

PRIZE.....\$400

HALL PASS 1

From the start, head down the slope opposite (leads down to the playground). Grab it on the way down.

HALL PASS 2

When you get down to the playground, grab the Pass, which is just past the picnic benches.

HALL PASS 3

On the left side of the playground, just past the picnic benches, there's a door with rails leading up to it. Grab the Pass by the door.

HALL PASS 4

There's a Pass on a long planter, which is near where you grabbed the letter T.

HALL PASS 5

The final Hall Pass is on the quarterpipe on the right of the ramp where you found the letter E.

TASK SEVEN KICKFLIP TC'S ROOF GAP

PRIZE.....\$400

In the same area of the playground that you found the letter E and the final Pass, launch up the small cheese ramp onto one of the low hut roofs. From here, press ← + □ to kickflip the gap between the two huts.

TASK EIGHT GRIND 3 ROLL CALL RAILS

PRIZE.....\$500

RAIL 1

The first rail is found at the back of the playground area. Head towards the two quarterpipes against the left wall and launch from the small ramp and grind the hand-rail down.

RAIL 2

The second rail is the long one that leads down the winding stairs directly in front of you as you start. Grind the whole length to get the bonus.

RAIL 3

The set of steps that lead from the back of the courtyard to the playground. Grind the length of the bar to make the bonus.

TASK NINE FIND THE SECRET TAPE

PRIZE.....\$500

In the courtyard, gain some speed on the quarterpipe on the central raised section and head for the opposite end of the platform. Aim for the skidmarks and launch up off the planter to the high rooftop. The video is in midair between the two roofs.

100% GOALS AND CASH

PRIZE\$500
There's a total of \$750 to grab and steal from around the school - and no spending it in the tuck shop either! Some of the notes are a bit tricky (pardon the pun) to get to. Try looking on rooftops and on awnings, high above ramps and near the toilets.

SECRET AREAS

There's only one secret area in the School. Head down to the courtyard and roll onto the raised section in the middle. Now skate up and do a trick on the quarterpipe at one end (where you got the T). Do this to gain speed and head to the opposite end of the run. Stay in line with the skidmarks, head down the small ramp and launch off the planter to reach the roof above. Jump the roof gap to enter the new area, filled with rails, steps and ramps, including an 'over the wall' launch ramp. Nice!



(ABOVE) Here's the hidden rooftop area where you can grab extra points, cash and a bird's-eye view of the school.

GOING UP THE WALL

Wallrides are a handy trick to score points with a flash look. Also, you'll need to learn how to do them for the School 2 level. As long as you have enough speed, you can reach otherwise unreachable areas by wallriding up a wall and grinding the edge of balconies etc. To wallride, simply skate close to the wall (but not too parallel) and press △.

RUNE CLIFBERG

Air Junkie Number Five

SKATE STYLE:.....VERT
FOOT STYLE:.....REGULAR
AIR:.....8
HANG TIME:.....8
OLLIE:.....6
SPEED:.....7
SPIN:.....6
LANDING:.....4

SWITCH:.....5
RAIL BALANCE:.....5
LIP BALANCE:.....7
MANUALS:.....4
SPECIAL TRICKS:
One Foot Bluntslide.....⬅, ⬆, ⬇, ⬅, ⬆, ⬇, ⬅, ⬆, ⬇
Kickflip 1 Foot Tail.....⬅, ⬆, ⬇, ⬅, ⬆, ⬇
Christ Air.....⬅, ⬆, ⬇

ERIC KOSTON

Air Junkie Number Six

SKATE STYLE:.....STREET
FOOT STYLE:.....GOOFY FOOTED
AIR:.....5
HANG TIME:.....4
OLLIE:.....8
SPEED:.....6
SPIN:.....5
LANDING:.....5

SWITCH:.....8
RAIL BALANCE:.....8
LIP BALANCE:.....4
MANUALS:.....7
SPECIAL TRICKS:
The Fandangle.....⬅, ⬆, ⬇, ⬅, ⬆, ⬇, ⬅, ⬆, ⬇
Indy Frontflip.....⬅, ⬆, ⬇, ⬅, ⬆, ⬇
Pizza Guy.....⬅, ⬆, ⬇

(BELOW) Liptricks can score big, big points as long as you can balance like a pretty little ballerina in a tutu.



LEVEL 03 Marseille - Contest 1

LOCATION: FRANCE

TASK ONE GET THE TWO BEST ROUNDS OF THE COMP

You get three runs in which to score the biggest points you can. Remember, you're up against the best in this competition and you can't afford to mess up. Don't repeat the same tricks over and over again or your score will drop. Also, the judges will deduct points for bailing (crashing into a heap on the floor, basically), so try and land as many of your tricks as you can. You must get third position or higher to advance to the next level.



(ABOVE) While scoring big in the Marseille contest, grab all the cash from the secret underground fountain and launch off it for fun.

100% GOALS AND CASH

PRIZE\$500
In order to complete the level 100%, you must collect all the available cash. This doesn't have to be during any of your three runs, so you might like to take a few practice rounds searching for cash and learning the terrain. There's a total of \$500 lying or hanging about. A lot of the cash is scattered in the secret area and there's some in the main park too.

SECRET AREAS

There's one secret area in the level. On the side of the park is a small section of grass with a lone lamppost between the trees. There's a wooden plank leaning against the lamppost: crash into the plank to make the post fall down and break the fence. This opens a cave up - simply drop down the hole to enter the secret area.

TOP TIPS

On the Venice Beach level, get a reasonably high-scoring trick from the start by performing a high flip off the concrete bump just in front of you. If you go far enough you can land in a grind or slide on the wire fence and then flip left to land (and grind again) on the boxes below the fence. Then, if you've got the time, flip left again and grind the lowest bar.

GRINDS, SLIDES AND MANUALS

Grinds, slides and manual rolls can add that little bit extra to your trick combo and increase the points dramatically if landed properly. Also, grinds can help to build up your speed, especially if accompanied by a fliptrick and/or on a downward slope. Remember; while sliding, grinding or manual rolling, you must keep your skater's balance. With grinding and sliding, you'll need to press \leftarrow or \rightarrow to stay upright. With manuals, you'll need to press \uparrow or \downarrow to stay balanced. The higher your skater's Manuals and Rail Balance stats, the less you have to worry about balancing yourself.

GRINDS

50-50: Press Δ when you're parallel to the object you want to grind.

NOSEGRIND: Press $\uparrow + \Delta$.

S-0: Press $\downarrow + \Delta$.

SMITH/FEEBLE: Depending on the way you approach the rail, press \leftarrow or $\rightarrow + \Delta$.

CROOKED/OVERCROOKED: Depending on the way you approach, press \leftarrow or $\rightarrow + \Delta$.

SLIDES

BOARDSLIDE/LIPSLIDE: Turn the board so that it's facing the rail at a right angle and press Δ .

NOSESLIDE/TAISSLIDE: Depending on the direction of approach, press \leftarrow or $\rightarrow + \Delta$.

BLUNTSIDE: Press $\downarrow, \downarrow + \Delta$.

NOSEBLUNTSIDE: Press $\downarrow, \downarrow + \Delta$.

MANUAL ROLLS

Manual rolls can be used to extend any trick combo to add extra points. Simply perform a trick onto a flat surface and, before you land, press either...

MANUAL: \uparrow, \downarrow .

NOSE MANUAL: \uparrow, \downarrow .

Then keep your balance with \uparrow or \downarrow and do a trick off the end for extra points.



LEVEL 04 New York City

LOCATION: NEW YORK CITY, OF COURSE!

TASK ONE HIGH SCORE

20,000\$750

TASK TWO PRO SCORE

50,000\$1,000

TASK THREE SICK SCORE

150,000\$1,250

TASK FOUR COLLECT 'S-K-A-T-E'

PRIZE.....\$800

S

From the start, grind the brick wall to your left and it's at the end, just before the next wall begins.



K

Enter the park, which is to the left of the start, and head right. Just past the fountain is a brick vert ramp. Grab the K, which is high above.

A

Go to the fountain in the park and launch off the small kerb that surrounds it. Grab the A while in the air.

T

The T is on the other side of the park. Grind along the outside rail and grab the letter there. It's just by the park benches.

E

After grabbing the T, continue on and head up the small concrete ramp against the building on the left. The E is hanging above.



(ABOVE) Be careful not to crash into taxis. Not only will they hurt like hell but they'll swear at you and that's not nice. Oh well, ride their roof!

(BELOW) Boardslide a few benches, grind a few rails – just become a general vandal and love it. We do!



TASK FIVE
OLLIE 3 FIRE HYDRANTS
PRIZE.....\$700

HYDRANT 1
The first hydrant is to the right of the start. Head towards the Road Closed signs and ollie the hydrant just to the left.

HYDRANT 2
On the other side of the level, there are some more Road Closed signs. Head towards them and quickly turn right and



ollie the hydrant on the pavement.
HYDRANT 3
The last hydrant is on the pavement that runs along the length of the long street

TASK SIX
COLLECT 5 SUBWAY TOKENS
PRIZE.....\$800

TOKEN 1
Grab the Token while ollieing off the large rock, opposite where you got the letter E.

TOKEN 2
Grind or slide the left rail on the bridge to the right of the fountain.

TOKEN 3
After grabbing the second Token on the bridge, head towards the street opposite and grind the railings on the left.

TOKEN 4
Just after collecting the third Token, get some phat air off the ramp on the other side of the street.

TOKEN 5
Immediately after collecting the fourth Token, launch off the ramp directly opposite you. The last Token is hanging in the air over the grass.

TASK SEVEN
50-50 JOEY'S SCULPTURE
PRIZE.....\$900

You need to approach this from the very top to do this properly. In the centre of the level there is an odd-shaped metal sculpture – it's in the shopping area at the lowest section of the level. To grind down the metalwork, run up the ramps on either side and onto the street. Turn around at the top and aim for the direction of the sculpture. Now ollie off the edge of the



wall and press Δ to 50-50 grind down.

TASK EIGHT
GRIND THE SUBWAY RAILS
PRIZE\$1100

Head straight ahead from the start until you pass the two small ramps facing each other in the street. Go past them a little and turn around. On the left you should see an escalator going up. Head up the escalator and ollie over the tracks to the concrete platform on the other side. Now turn around and grind either track until you get the transfer bonus. You'll need quite a bit of speed and very good balance to get all the way. Watch out for the trains, though, or you'll be derailed.

TASK NINE
FIND THE SECRET TAPE
PRIZE\$1,200

Enter the secret area at the end of the street and head up the curved ramp on the left. Get some speed up and stay on the right-hand side. On the right are two rails: grind the left one and, when you see the bar on the far left (with a \$50 note on it), jump for it and grind along. The Tape is at the end of this rail.

100% GOALS AND CASH
PRIZE\$500
There's a whopping \$1,000 in loose notes scattered around the level. Grab 'em all. There's some on the subway rails, some in the secret area and some high above ramps and railings. Only when all goals have been met, and all stray cash has been grabbed, will you get the extra bonus money.

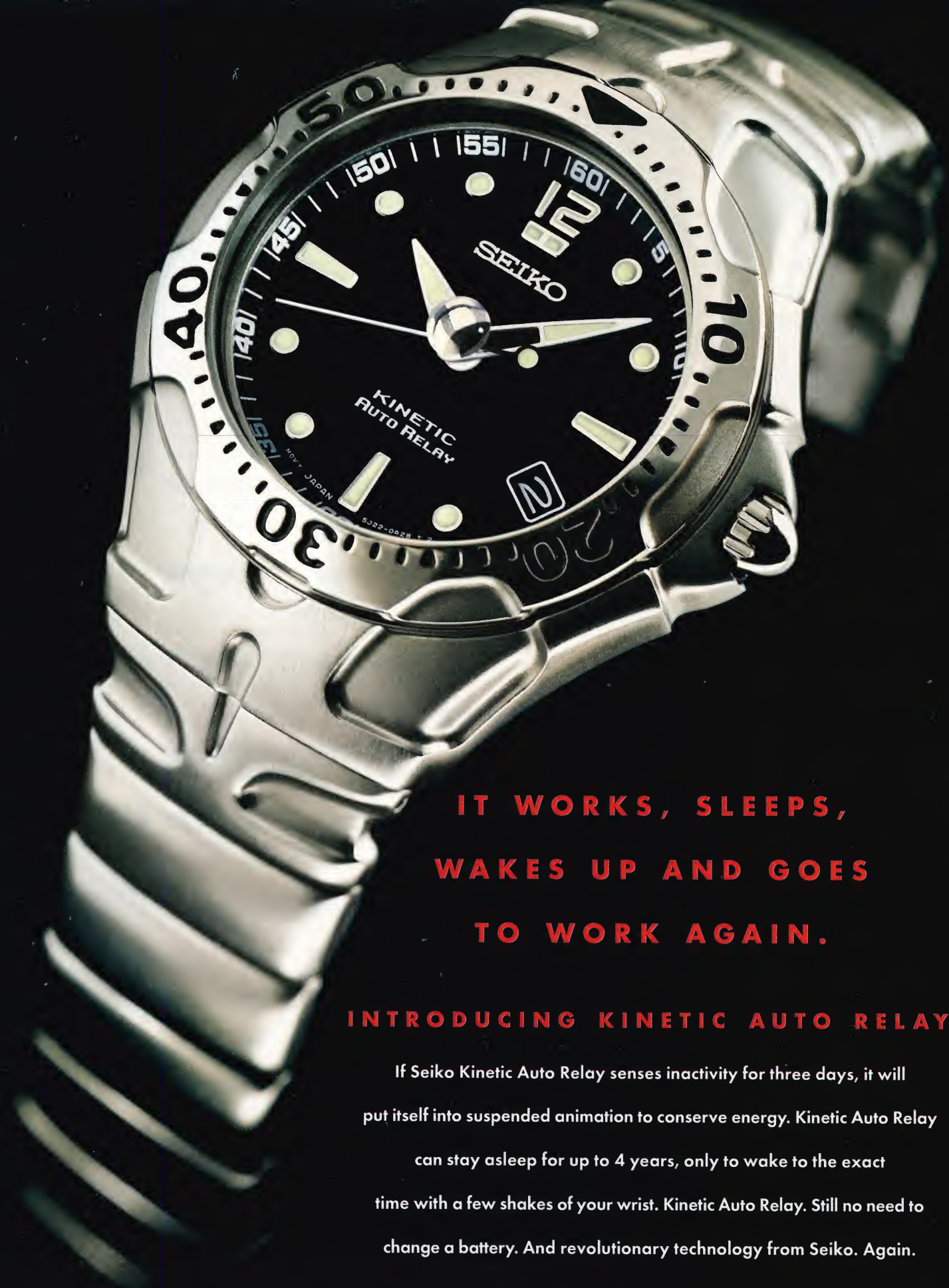
SECRET AREAS
There's only one secret area in the New York level. Head straight from the start until you come to the low wall facing you at the very end of that street. The aim is to wallride high, up the wall, and grind the top, so that you can enter the secret area behind. Also, the easiest way to get into the secret area is to ride the subway tracks. Now you can drop down into the area if you travel the whole length of the rails high above the street.

BUCKY LASER Air Junkie Number Seven

SKATE STYLE:.....	VERT	SWITCH:.....	6
FOOT STYLE:.....	REGULAR	RAIL BALANCE:.....	4
AIR:.....	8	LIP BALANCE:.....	8
HANG TIME:.....	8	MANUALS:.....	3
OLLIE:.....	4	SPECIAL TRICKS:	
SPEED:.....	7	The Big Hitter.....	⇐, ⇑, △
SPIN:.....	8	One Foot Japan.....	⇑, ⇐, ○
LANDING:.....	4	Fingerflip Airwalk.....	⇐, ⇑, ○

RODNEY MULLEN Air Junkie Number Eight

SKATE STYLE:.....	STREET	SWITCH:.....	9
FOOT STYLE:.....	REGULAR	RAIL BALANCE:.....	8
AIR:.....	3	LIP BALANCE:.....	3
HANG TIME:.....	3	MANUALS:.....	9
OLLIE:.....	7	SPECIAL TRICKS:	
SPEED:.....	6	Heelflip Darkslide.....	⇐, ⇑, △
SPIN:.....	9	Nollieflip Underflip.....	⇑, ⇐, ○
LANDING:.....	3	Casper To 360 Flip.....	⇐, ⇑, ○



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LEVEL 05 The Graffiti Pits

LOCATION: VENICE BEACH, CALIFORNIA

TASK ONE HIGH SCORE

40,000\$1,500

TASK TWO PRO SCORE

100,000\$1,750

TASK FOUR SICK SCORE

200,000\$2,000

TASK FIVE COLLECT 'S-K-A-T-E'

PRIZE\$1,250

S

From the start, head right and grind the fence on the left. At the end, ollie onto the roof and grab the S.

K

Turn left when you grab the S and follow the roof along. The K is hanging in the gap between the buildings.

A

Head for the quarterpipe outside the side



area where the second tramp lies and push ↑ to head onto the roof. Grab the A by the skylights.

T

From the same roof as the A, turn left and launch over (using the handy ramp) to the next roof and air off the vent ramp to get the letter.

E

From the tallest roof (with the T on), drop down to the lower roof behind – there's a triangular rail set up on it, so you'll easily recognise it. Get some huge air off the small quarterpipe and grab the last letter.

TASK FIVE OLLIE THE MAGIC BUM 5 TIMES

PRIZE\$1,500

NOTE: THESE HAVE TO BE OLLIED IN THE CORRECT ORDER.

BUM 1

From the start, head straight, down the steps and across the main area. Dead ahead there will be a small side area (with lots of graffiti on the walls). In here, ollie over the sleeping tramp and exit back into the main area.

BUM 2

Now follow the wall on the right, head past the quarterpipe and turn right at the wall at the end. Grind down the rail to



grab a quick \$100 and then ollie the bum against the wall. Now jump into the sand trap so you're whisked back to the start.

BUM 3

Now follow the pavement by the fence in front of you which runs to the right. The third bum will be along the path.

BUM 4

Now immediately head left around the building and left again into the area where the flags are. Ollie the sleeping bum here.

BUM 5

Now head back to the starting position and ollie the last bum. He's sleeping just behind the start, against the wire fence.

TASK SIX COLLECT 5 SPRAY CANS

PRIZE\$1,250

CAN 1

The first Can is on the benches on the other side of the fence that you face from the starting position.

CAN 2

Directly right from the start, there is a quarterpipe against the far wall. Grab the Can that hangs above it.

CAN 3

Head left from the start and go down the steps. Grab the Spray Can that you can see above the ramp ahead of you.

CAN 4

Head right from the start and turn left near

(ABOVE) Manual tricks can extend your trick combo and add vital extra points for good measure – and you'll look like a flash git too.

TOP TIPS

To reach certain areas and make certain gaps you'll need a lot of speed. You can make this speed up by using ramps and quarterpipes. Also, grind bars, rails and fences can increase your speed. Simply perform a flip trick like a heelflip and grind the rail for a quick speed boost.

On the competition levels, try practising the course first for a few goes. Not only will this allow you to search for cool areas to get large combo tricks from but you can search for all the loose cash without worrying about coming first or landing all your tricks.

CHAD MUSKA

Air Junkie
Number Nine

SKATE STYLE:STREET
FOOT STYLE:REGULAR
AIR:5
HANG TIME:4
OLLIE:9
SPEED:7
SPIN:5
LANDING:8

SWITCH:6
RAIL BALANCE:9
LIP BALANCE:4
MANUALS:3
SPECIAL TRICKS:
Hurricane..... ⬆, ⬇, ⬆
Mute Backflip..... ⬆, ⬇, ⬆, ⬇
Muska Nose Man..... ⬆, ⬇, ⬆, ⬇

ANDREW REYNOLDS

Air Junkie
Number Ten

SKATE STYLE:STREET
FOOT STYLE:REGULAR
AIR:3
HANG TIME:3
OLLIE:7
SPEED:6
SPIN:9
LANDING:3

SWITCH:9
RAIL BALANCE:8
LIP BALANCE:3
MANUALS:3
SPECIAL TRICKS:
Heelflip Darkslide..... ⬆, ⬇, ⬆, ⬇
Nollieflip Underflip..... ⬆, ⬇, ⬆, ⬇
Casper To 360 Flip..... ⬆, ⬇, ⬆, ⬇



(ABOVE) I think I can see my house from here! To get the secret tape you must get a lot of speed up and fly like a bird. Flap, boy, flap!

the position of the fourth bum and you should see the Can hanging high between two ramps ahead. Simply transfer from ramp to ramp to get it.

ramp nearest the bum to the ramp on the other side of the way (away from the sleeping tramp).

CAN 5

Head down the steps to where you ollied the second bum and get some air off the quarterpipe there. If you go high enough you'll grab the Can.

TRANSFER 2

Head right from the start and then left, past where the fourth bum was, and skate up to the far end. Get some speed up on the large quarterpipe on the left and head up the ramp immediately facing it. Jump right to transfer over to the ramp on the other side of the roof.

TOP TIPS

When you get enough cash to do a little bit of retail therapy, head to the menu screen. Here, use some of your hard-earned cash to increase your skater's stats. Remember; you can increase only one area of skill if you like, but a well-balanced skater is better if you're attempting to do as many tricks and score as many points as you can.

If you've got enough spare spending cash, then head to the menu screen and buy some brand spanking new tricks for your skater. Be it either flip tricks, grab tricks or specials; any new (and expensive) trick can add some serious points and originality to your skater's repertoire.

TASK SEVEN TAILSLIDE VENICE LEDGE

PRIZE\$1,000
Head across the main table area to the quarterpipe that's outside the area where you ollied the second bum. Now launch over this ramp (with \uparrow) and tailslide the ledge that runs down the left side of the steps (facing down). To do a tailslide, press $\Rightarrow + \Delta$.

TRANSFER 3

Head right from the start of the run and head down to the end of the area. There are three ramps in succession along the wall – two large ramps and a thin quarterpipe in the middle. Now transfer from the one of the large quarterpipes, over the thin one and land on the ramp on the other side – you'll need plenty of speed to be able to make this.

TASK EIGHT HIT 4 VB TRANSFERS

PRIZE\$1,500

TRANSFER 1

Head to the side area where the first bum was and ride the two quarterpipes to get some speed up. Now transfer from the

TRANSFER 4

Head towards the Venice Ledge, where the second bum is, and head up the ramp and into the secret area. Now transfer from the quarterpipe on the right, up and over the wall to the ramp on the other side.

TASK NINE FIND THE SECRET TAPE

PRIZE\$1,250
You can see the Tape floating in the air above the main table area. Ride up to the long quarterpipe near the second bum location and go over onto the roof (press \uparrow). On the roof, go right and then turn around to get a run-up. Now launch off the vent ramp at the other end to land on the taller roof. Use the quarterpipe that the T was on to gain speed and launch off of the small ramp nearest to the Tape. If you get enough speed and air, you'll grab it.

100% GOALS AND CASH

PRIZE\$500
There's tons of cash to grab all around the level. Some of it's on the outside railings and there's even three \$250 notes to grab – these are up high above statues, ramps and poles. There's a total of \$1,400 in spare change, so look hard. Once all cash and goals have been collected and completed, you'll get more cash and complete the level 100%.

SECRET AREAS

There's a small secret area behind the low roof with the E on it. To get to it, head down into the side area where the second bum was and launch up and over the quarterpipe to land in the secret area. It has a few ramps, steps and concrete hand-rails for your amusement. Watch out for the sand-traps, as you'll reappear at the start.

GEOFF ROWLEY Air Junkie Number Eleven

SKATE STYLE:	STREET	SWITCH:	5
FOOT STYLE:	REGULAR	RAIL BALANCE:	9
AIR:	7	LIP BALANCE:	8
HANG TIME:	3	MANUALS:	4
OLLIE:	7	SPECIAL TRICKS:	
SPEED:	5	Rowley Darkslide	\uparrow, Δ
SPIN:	6	Double Hardflip	\uparrow, \square
LANDING:	6	Half Flip Casper	\uparrow, \square

ELISSA STEAMER Air Junkie Number Twelve

SKATE STYLE:	STREET	SWITCH:	6
FOOT STYLE:	REGULAR	RAIL BALANCE:	7
AIR:	7	LIP BALANCE:	6
HANG TIME:	5	MANUALS:	6
OLLIE:	6	SPECIAL TRICKS:	
SPEED:	6	Madonna Tailslide	\uparrow, Δ
SPIN:	6	Hospital Flip	\uparrow, \square
LANDING:	5	Indy Backflip	\uparrow, \square



LEVEL 06
Skatestreet - Contest 2
 LOCATION: VENTURA, CALIFORNIA

GET THE TWO BEST ROUNDS OF THE COMP

This is the next all-star street-skating competition and again you get three runs in which to score the biggest points you can. Remember, you're up against the best, so aim to score some huge points and try out some new tricks. Keep the tricks you do varied and the judges will like you – they don't like boring repetition. Also, the judges will deduct precious points for coming off the board, so try to land as many of your tricks as you can. You must get third place or higher to advance to the next level.



100% GOALS AND CASH

PRIZE\$500
 In order to complete the level 100%, you must collect all the available cash, not necessarily during your three runs. There's a total of \$1,000 lying or hanging about, which makes a grand total (as long as you win, of course) of \$20,000. A lot of the loose cash is scattered in the arena, high above ramps. Some of it you might have to take a dive for, but you can restart the comp once all the cash has been collected, can't you?

SECRET AREAS

AREA 1
 Head straight from the start and grind the top of the 'Big Wave' ramp. This is the large vert quarterpipe with the curved coping section in the middle. Grind the top of the ramp to the left and, at the end of the coping, ollie to the rail that runs above the area to the left. This will open up a secret area on the other side of the arena. In here is a \$250 bill high up between the two end ramps, and there's lots of fun boxes and rails.

AREA 2
 Head left from the start and you should see a curved rail that links between the two sides of a halfpipe. Grind along this bar to open up the secret area to the right. Head past the big wave and there's a new area opened with lots of ramps and a van jump.



JAMIE THOMAS Air Junkie Number Thirteen

SKATE STYLE:	STREET	SWITCH:	5
FOOT STYLE:	REGULAR	RAIL BALANCE:	8
AIR:	5	LIP BALANCE:	5
HANG TIME:	4	MANUALS:	4
OLLIE:	8	SPECIAL TRICKS:	
SPEED:	7	Beni F-Flip Crooks	↑, ↓, △, ▽
SPIN:	5	Laser Flip	↑, ↓, △, ▽
LANDING:	9	One Foot Nose Man.	↑, ↓, △, ▽

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(ABOVE) In the hidden skatepark, massive points can be amassed by using the many ramps, rails, bowls and bumps. Liptrick four ramps and it's another goal done.

LEVEL 07
Phillyside, Philadelphia
 LOCATION: PHILADELPHIA

TASK ONE
HIGH SCORE
 50,000\$2,500

TASK TWO
PRO SCORE
 125,000\$3,000

TASK THREE
SICK SCORE
 250,000\$4,000

TASK FOUR
COLLECT 'S-K-A-T-E'
 PRIZE\$2,000

S
 Head to the right of the start and ride along the big ledge to the right of the fountain. Grind along the low wall on the left and ollie out of the end to grab that slippery l'il S.

K
 The K is on the blue awning near the third Bell. Get some good speed up and grind/slide the awning in order to get the letter.

A
 From the start, head towards the

fountain round the left side. In front of you will be a raised grass section. There you'll see the A just in front of it.

T
 The T is hanging just out from the walkway that you ride up to open the skatepark. It's on the left of the level. Get some speed up on the quarterpipe opposite the fountain ramp and turn right. Head up the walkway and jump the railings.

E
 The E is in midair to the right of the fourth bell. Roll down the pavement and ollie onto the last section of grass. From

here, ollie out into the road to grab the last letter.

TASK FIVE
DRAIN THE FOUNTAIN

PRIZE\$2,500
 Now this is a very tough one. From the start you won't have enough speed to make the jump, so do a quick heel/kickflip grind on the rail to the right and then quickly do another grind – make sure all the grinds are preceded with a flip trick like a heelflip. Once off the bar, you should have enough momentum to make the gap. Launch over the green ramps (the world's most obvious gap) where the first Bell was.





Then, immediately after, grind down the hand-rail, down the steps and (using a Boneless: \hat{u} , \hat{u} + X) launch from the small planter at the bottom. Hopefully you'll fly over the railings and land on the balcony above. Here, hit the valve to drain the fountain.

TASK SIX COLLECT 5 BELLS

PRIZE\$2,000

BELL 1

Head directly right from the starting point and use the green launch ramp to grab the first Bell.

BELL 2

After grabbing the first Bell, head down the large, wide steps and head left. The Bell is hanging against the white wall, but if you ollie you can grab it.

BELL 3

There's a Bell hanging near the awning where the K is. Use one of the bumps to reach it.

BELL 4

Head slightly left at the start and launch over the ramp setup. Continue down the pavement and slide/grind the wall to the left and grab the Bell on the wall.

BELL 5

This is to the right of the fourth Bell. Head over the ramp as you did for the fourth Bell, but ollie onto the raised grass

section on the right of the pavement. The Bell is at the far end on the right.

TASK SEVEN BLUNTSLIDE THE AWNING

PRIZE\$2,000

The awning in question is the large blue awning at the back of the level – it had the letter K on it. Get as much speed up as you can and head for the little bump ramp that you used to get the K and the third Bell. When you reach the awning, providing you've got enough speed up, press \hat{v} , \hat{v} + Δ to bluntslide.

TASK EIGHT LIPTRICK 4 SKATEPARK LIPS

PRIZE\$2,500

Once the skatepark is open (see the SECRET AREAS text), head inside and perform a liptrick on the bowl closest to the street. Try any direction and Δ to liptrick the top. Remember though, you must approach the bowl/ramp dead straight otherwise you'll grind. Then do a liptrick on the bowl on the opposite side, the bowl with the \$250



hanging above it, and the halfpipe behind that.

TASK NINE FIND THE SECRET TAPE

PRIZE\$2,000

The Secret Tape is on a long, long line that runs across the level from left to right. You can't simply ride down the line and let gravity take control – oh no! Instead you'll need a huge boost of speed. The planter in front of the line, which is very near to the fourth Bell and runs up to the valve balcony, can be used to get some speed up. Grind it and, while on the line, continue to ollie or heelflip and grind to maintain momentum up the slope.

100% GOALS AND CASH

PRIZE\$500
There's a total of a whopping \$2,000 in loose notes to snatch. There's loads on the line that you need to travel up for the Tape. Grab all the dosh in the skatepark, and in and around the main precinct. Once all the cash has been collected and all goals met, you can then have another \$500 for your troubles – and the thought that Philadelphia is all done.

SECRET AREAS

There's actually two secret areas as such, but the second is small with no extras. To open up the skatepark that's found along the left side of the level (in relation to the starting position), you'll need to build up some speed. On the far side of the level to the start, head left and grind up the balcony railings and onto the telephone wire that's attached. You need to grind up the wire until it snaps, sending the telegraph poles crashing through the fences next to the road. Enter the gaps into the skatepark.

(ABOVE) Once the fountain has been fully drained, you can grab the apparently dry dollar bills that were lying on the bottom.



LEVEL 08

The Bullring, Contest 3

LOCATION: MEXICO, SOMEWHERE

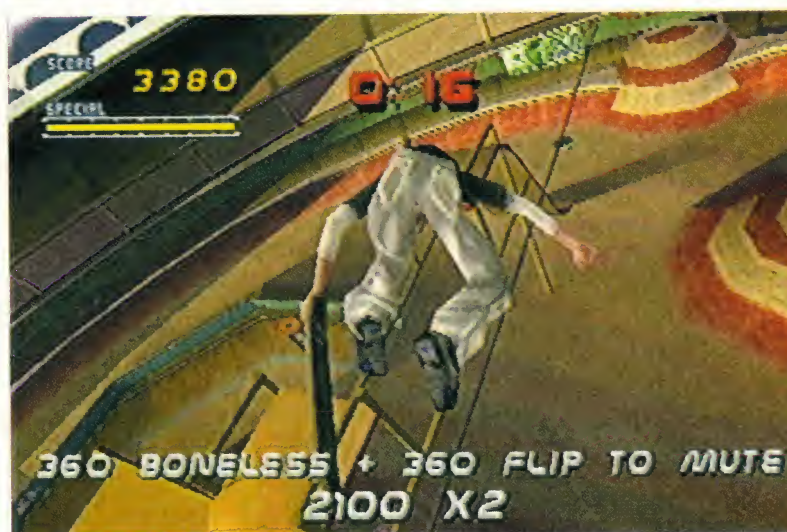
GET THE TWO BEST ROUNDS OF THE COMP

This is it. The competition to end all competitions. This is the final round and there's a lot at stake – \$65,000 to be exact. All you have to do is win. Now that's not too hard, is it? Well, yes! Again the skaters you're up against are pros, just like you, and they're relentless. The points margin is a lot tighter here and the judges are a lot stricter when it comes to performance rating. As you got this far, you should have built up quite a repertoire of tricks and stats for your skater – so blimmin' well use 'em!

100% GOALS AND CASH

PRIZE\$500
In order to complete the level 100%, you must collect all the available cash during (or not during) your three runs. It might be an idea to practise a few times. This will let you get to grips with the terrain and learn where all the ramps, rails, bowls and bumps are. Also, you'll be able to go for the cash that's littered about without worrying about winning the comp.

There's a total of \$2,500 lying (or hanging) about in hard and papery currency, just for you. Check out the rail that runs above the whole arena. There's loads of cash on the ramps too. Once this and all the other goals in all the other levels are done, you can then sit back, relax and start playing all over again! You'll also open up one of the game's many secrets, depending on how many times you've completed the game already.



UNLOCKABLE: BOX OF TRICKS

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KID MODE:
Finish the game by completing all level objectives in Career mode x3.

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Finish the game by completing all level objectives in Career mode x4.

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Finish the game by completing all level objectives in Career mode x8.

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Finish the game by completing all level objectives in Career mode x10.

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Finish the game by completing all level objectives in Career mode x15.

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Earn the gold in all three competitions with a character to unlock their FMV sequence. Additional FMV sequences are available when this is done with Spider-Man or Eighties Tony Hawk (Style C).



NOLLIES, SWITCHING AND FAKIE

NOLLIES

These are basically ollies but performed from the nose of the skateboard. Doing high-scoring tricks from the front rather than the standard ollie position can increase your score by loads. To get into the nollie position, you must be skating forwards (not fakie or switch) and then press L2 to switch the skater's feet position to the front. Now pop a trick and see the results.

SWITCHING

Switching is great for adding extra points onto a trick. Switching is basically turning the skater's foot position from regular stance to goofy-

footed. This allows tricks to be performed from a different position, which makes them harder to do and higher-scoring. To switch, simply press R2 while skating.

FAKIE

For those who didn't know, fakie is the skateboarding term for going backwards. Tricks performed in the fakie position are much harder to do (in real life, that is) and increase your score tremendously. To go fakie, you must be in the switch position (notice the yellow switch logo at the top-right of the screen) and then press L2 to switch feet positions.

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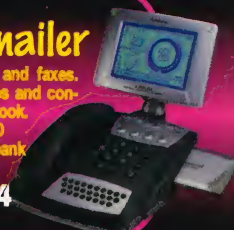
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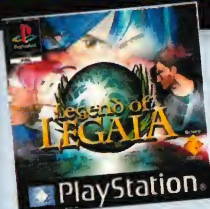
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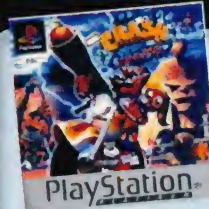
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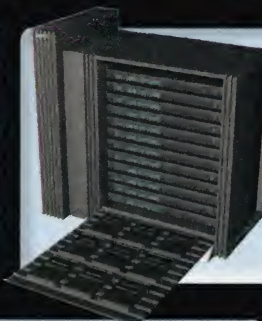
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A whole new episode of canvas-stomping drama and soft rock!

room and even the ominous-sounding WWF showers, you know you're in for some major pain.

Much has changed in the lives of our camp heroes since they last stormed the PlayStation charts, and it's all been taken into account. For example, it's adios to the misogynistic Godfather (and all his bitches) and welcome to the censorship-favouring Goodfather. With this oh-so clever twisting of personalities priming the new roster and visuals that look so similar to the original's that only their mother can tell them apart, wrestle fans are guaranteed a whole new episode of canvas-stomping drama and soft rock. Jabronies need not apply.



expected release date	NOV 2000
PUBLISHER	THQ
GENRE	Beat-'em-up
1-4 Players	
80% Complete	
Anticipation	★★★★★

Alex Ferguson's Player Manager 2001

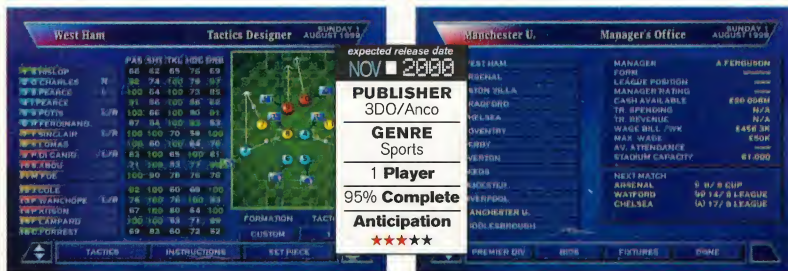
"More graphs than ever before..."

Just like Marmite, player management games are the sort of things you'll either get feverishly addicted to, or they'll bore you silly. Anco's latest update of their *Player Manager* series is not destined to change any allegiances, but it sure will shine on those who stand on the "it ain't boring, okay?" side of the fence.

All the players, clubs and kits have been updated to fit in with the 2000/2001 season

while the logic speed has been cranked up by 50 percent.

The upshot is an incredibly accurate management simulation that gives you entire control over your chosen team's destiny while not forcing you to wait eons for calculations to be made. With talent scouts popping up offering you first dibs on fresh talent and a play designer that can be implemented at any time during a match, this is set to be the most severe management sim yet. Yeast extract anyone?



[Above] The game will contain a selection of cut-scenes showing the on-pitch activity.



mini view

Evil Dead:
Hail To The King



Despite its title serving to remind us of a Duke Nukem catchphrase, *Evil Dead: Hail To The King* looks like being a different kettle of rotting fish. Fortunately for those, like us, who were too scared to watch the movies, this *Resident Evil*-a-like is set after the occurrences in the films – so it shouldn't be too confusing nor serve to spoil the plot when interest in the videos is revitalised. With weapons such as a chainsaw and axe to look forward to, the game should reflect its grizzly roots well.

Disney's The Emperor's New Groove

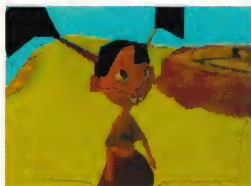
Royal hot-stepping action from Disney

This forthcoming Argonaut-developed Disney movie tie-in, centres on the riches-to-rags tale of a spoilt Emperor – who is poisoned by a disgruntled ex-employee of the throne. Rather than croaking it, the brat-like leader is transformed into an anthropomorphic Llama and expelled from his palace. With the help of a friendly peasant,

the dethroned anti-hero must regain his rightful position as ruler of the land.

The ensuing quest will see you traversing a series of platform-laden environments, collecting coins (naturally), and solving some simplistic puzzles. Spicing up the action is the inclusion of some sub games, one of which involves racing down some rapids bound to a wooden log, whilst another places you on a rollercoaster. Attacks include spitting and a

brutal hooves-based attack, as well as the ability to transform into other creatures. At the moment the visuals look quite promising – with some great character animation – although distance problems with the environments seem to be an issue at the moment. The gameplay also seems a tad formulaic, although hooves are crossed that these problems will have been rectified when the game is released in November.



Special Ops: Ranger Elite

What's so special about this then?



mini view
MTV Pure Ride



Despite the PlayStation's strong association with 'yoof culture' the MTV name doesn't spring to mind where innovative gameplay is concerned. Luckily for them, where snowboarding's concerned, we'll settle for a solid interpretation of a sport which STILL (!) hasn't really been done justice on PSX yet. Expect a more arcade-style affair to emerge with the emphasis on speed – the early build we saw featured teeny riders who moved FAST. The soundtrack, needless to say, should feature a choice selection from suitably cool bands.

In answer to the question asked above, it would seem not a lot. This sequel to the ropey *Special Ops: Stealth*

Patrol is set to arrive worryingly soon after its predecessor. This fact could lead those of a more cynical disposition to the conclusion that it is simply a lazy rehash of the first game.

As before, you choose a team of two highly trained US rangers from a selection of five. Each of these team members specialises in a particular area, such as sniping or close quarter combat; striking a balance between their skills is essential to your success. With your duo selected you must then equip them with some state of the art weaponry and equipment, including sniper rifles, machine guns, smoke grenades and even binoculars (oh yes).

Having made your choice you must then engage in a series of objective-based missions that take place in some fairly crude polygon landscapes, including deserts, icy wastes and jungles. Most of the missions

Engage in a series of objective-based missions that take place in some crude landscapes...

are stealth-based, therefore blazing into an enemy-infested installation will most likely result in your team's untimely death. Much like the first game, it's possible to switch between your two (badly animated) team members mid game, which introduces an element of strategic planning into the proceedings. Based on what we've seen of *Special Ops: Rangers Elite* things are not looking promising. However, there's still work to be done on the game and we're hoping that some improvements will have been made to the title by the time it hits the shelves in December.

expected release date
NOV 2000
PUBLISHER
Take 2
GENRE
Action Strategy
1-2 Player
85% Complete
Anticipation
★★★★



[Below] The missions begin with you selecting from this motley looking bunch of troops. Should your first team members fail in their mission, then you return to this screen to drop two more of our group into the meat grinder.



[Above] The game includes the *de rigueur* Sniper mode option. This allows you to zoom in on unsuspecting enemies from afar and blow their teeth out.



Gold and Glory: The Road to Eldorado

Not a cheap BBC studio set in sight

Having been developed by Revolution Software (responsible for the enjoyable *Broken Sword* games) this Ubisoft published adventure could turn out to be the PlayStation's answer to Lucasarts' celebrated *Monkey Island* games.

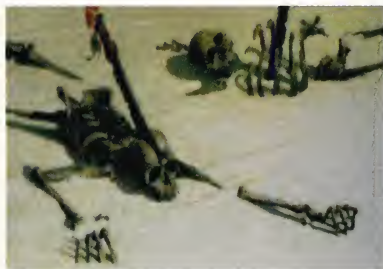
The title is based loosely on the DreamWorks animated movie of the same name and sees you in control of two loveable rogues, Tulio and Miguel (accompanied by their trusty steed Altivo). Having acquired a treasure map, the two

would-be con men set off from their native Spain to seek fortune and glory.

Their quest initially sees them travelling as stowaways on board a conquistador ship, although eventually the action will take you to the mythical city of gold, Eldorado. On their way the two wise cracking rogues will have to solve puzzles as well as contending with a plethora of enemies including Spanish soldiers, rum-soaked sailors, ravenous piranhas and even stealthy jaguars. The game's 20 levels are all beautifully realised with both the characters and the environments they explore, being

beautifully detailed. Furthermore the action is interspersed with cut-scenes from the movie, to give it a truly cinematic feel.

Expect to read more on this potential epic in coming months.



expected release date
NOV ■ 2000
PUBLISHER
Ubisoft
GENRE
Adventure
1 Players
85% Complete
Anticipation
★★★★

Danger Girl

Wow, check out the bazookas on those!

This is two parts *Charlie's Angels* with one part *Barb Wire* and a squirt of *Duke Nukem* for good measure, oh, and despite being collectively termed in the singular, there are in fact three of them. *Dangerous girls that is.*

Danger Girl are Abbey Chase, Sydney Savage and Valerie Silicone and they're out to save the world with the help

of some automatic weaponry, cunning, bravado and a set of finely defined arses. Having insanely fit women prance around in front of our eyes on our PlayStations is not a new phenomenon. We've jogged our heads along to the pendulous motions of Lara, Aya, Leeloo and to a lesser extent that large-breasted valkyrie from the *Gauntlet Legends* adverts. *Danger Girl* wants to stand out from this crowd and it's doing it by numbers, because with

three violent femmes to control, you're guaranteed a lot more bang for your buck.

N-Space, the people behind *Duke Nukem: Time to Kill*, are bringing us this action adventure and so it's no surprise that *Danger Girl* seems familiar. In fact you could call it 'Duke in drag'. But be warned, because when you witness how perfectly animated these girls' rears are you'll be forced to ask yourself some serious questions.



expected release date
NOV ■ 2000
PUBLISHER
THQ
GENRE
Strategy
Adventure
1 Player
95% Complete
Anticipation
★★★★



mini view

NBA Live 2001



EA's *NBA Live* games have scored consistently well over the years and the 2001 edition should be no exception – though with the sport's comparative lack of popularity over here it remains to be seen how much demand there is for ANOTHER basketball title. It would be a shame if *NBA Live 2001* were dismissed out of hand however as, most likely being the final version the PSX sees, it doesn't seem unreasonable to expect it to be the genre's defining moment on 32-bit hardware.

Continued

Hello Kitty's Cube Frenzy

What's new, pussy cat?

As everyone knows, girls will buy absolutely anything that looks cute and shines. Add to this rule the latest fad for all things oriental and you get the hysterical craze that is *Hello Kitty*. This terminally innocent creation is everywhere; from nail stickers and pencil erasers to lumps of plastic that make gut-wrenchingly-childlike coo-coo pee-pee noises. There was a time when it felt that not one of life's accessories was safe from *Hello Kitty's* 360-degree culture-

annihilating stare. Now that feeling has gone, only to be replaced with brutal fact. *Hello Kitty* is coming to the PlayStation, and now there is nowhere else to run...

Cynicism aside, *Cube Frenzy* is actually a very playable puzzle game where you control *Tetris*-style falling bricks and characters from the *Hello Kitty* franchise. Bricks are placed to build stairs, identical bricks explode and the race is on to be the first to take Kitty's flower. It may be simple, but from what we've played it is strangely addictive. Could it be the one to draw out the little girl in us all?



mini view
Cool Boarders 2001

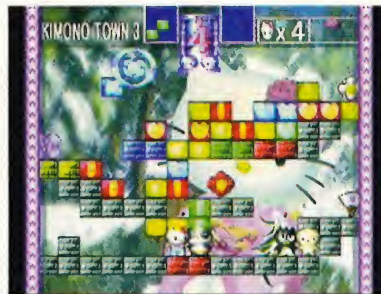
TRICKS DIFFICULTY TOTAL
108 X 100 = 108



With renewed competition from the MTV franchise it'll be interesting to see how the next in this long-standing line of snowboarding games performs. The *Cool Boarders* series has always enjoyed a warm reception from the press and public alike in general, despite never really pushing the boat out. Wider courses and new gaming modes should help the title feel Alpine-fresh but whether the beleaguered 'combat' will serve to spoil proceedings is cause for concern. It's a slippery slope is games design...



expected release date
NOV 2000
PUBLISHER
Ubisoft
GENRE
Puzzle
1-2 Player
98% Complete
Anticipation
★★★★★



mini view

Madden NFL 2001



Don't worry, it's not just those swanky (not to mention lucky, considering the discrepancy in supply and demand) PS2 owners who'll get to sample EA's latest Madden game - the trusty ol' PSX is getting a conversion too. Expecting more than a refined version of previous efforts would be unrealistic though and, as with *NBA Live*, *Madden 2001* will probably stand as the final word in its genre. Smooth animation, fluid play and *Madden's* classic approach to the sport should make the upgrade worthwhile for established fans.

Rogue Spear

"It's panic fire, they can't see anything!"

Not so much hot on the heels of *Rainbow Six* as sulking behind with its feet dragging comes *Rogue Spear*. Considering that its predecessor was an excruciatingly naive version of a PC classic which took all the action and excitement of commanding a squad of *Special Forces* and crossbred it at gunpoint with the world's worst game engine, confidence should not be high. Luckily for us

developer Saffire is well aware of its former crimes against home entertainment and is intent on reversing them.

The team knows that we wanted to be able to plan missions, just like we could on our PCs. They know that the world of strategic counter terrorism should not update at 15 frames per second, because it totally removes the ability to aim a suppressed Heckler & Koch MP5 with precision. And above all, they realise that killing hordes of



terrorists that are blessed with the combined intelligence of a plate of sushi just isn't any fun.

Rogue Spear is set to rectify all these problems and add some tasty extras such as the ability to peek around corners, crouch and use snipers. Praise the lord and pass that sub-sonic ammunition!



expected release date
NOV 2000
PUBLISHER
Ubisoft
GENRE
Action Strategy
1 Player
90% Complete
Anticipation
★★★★★





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SAME OLD, SAME OLD

Being a leader in the PlayStation magazine market, I am positive you have your greedy mitts on a Japanese import of the next generation console. Therefore you're in a perfect position to restore my (and others I'm sure) hope that PlayStation2 is going to be as great as we might have expected. Aside from rumours that the machine's DVD capabilities have hit a few problems overseas and that it will only be Region 2 compatible when it reaches British stores, the one thing that really gets my goat is the rehash of old games. I've seen the machine in action and was lucky enough to test my 'burning rubber' skills on *Ridge Racer V*. I recollect vivid memories of that wonderful moment, heart and adrenalin thumping, hands shaking hyperactively, this is it I thought, I'm losing my PlayStation2 virginity. But then reality crashed the party and disappointment whipped me round the chops with a big wet kipper. *Ridge Racer Type 4* with sparks I thought, hardly reassuring. Everything changed, the world surrounding me became grey and miserable, I panicked. *Tekken Tag* is just *Tekken 3* but sexier, it was horrible. I heaved, I wretched, I felt positively shi**y and deflated.

Luckily my sanity that was hanging on by a very thin thread was saved by

video footage of some brand spanking new efforts that quite obtrusively stole the breath from my lungs. *The Bouncer*, *Exterminator* and *Kessen* momentarily gave me hope that the PlayStation2 really is what it's cracked up to be. I'd love to see Lara and her assets romping around on the next generation console as much as I'd enjoy spraying zombie limbs around the screen but, to be honest, I'd much prefer a fresh batch of titles the likes of which we have never seen before. Phew! Perhaps it's not so much the console at fault but the corruptive games producers looking to cash in on franchise games – and look what a mess that got the movie industry into.

Next generation console? Next generation games please.

Daniel Wand, Kent

So we're going to get some fantastically fresh games and rehashes of old ideas are we? Who would have thought.

MICROSOFT MONOPOLIES

It is fair to say that Sony does have a few competitors trying to kill off the PS2. The newest is Bill Gates. I'm going to come clean and say that I really don't like that man. Granted he gave us Windows and that lot but now he's become spiteful towards

Sony and is going to try and dominate the scene with his stupid Sh*t-Box. I mean, who on earth is going to give up the PS2, wait for frustration and then spend a fortune on an ill-shaped piece of crap? Sometimes he gives me the impression that he wants to take over the world. (He is American after all.) Sorry Billy, but stick to computers. Then there is Sega. In issue 64 there's a small insert in your E3 article about how Sega held an anti-Sony party at which they barbecued *Crash Bandicoot* dolls. What the hell is going on with everybody? Sorry if I sound a bit mad, but it really pisses me off. Stop acting like four-year-olds, you are only making fools of yourselves. The PS2 is a huge success in Japan and no doubt will be a huge success in America, the UK and later the whole world. I can comfort myself in knowing that nobody will be able to surpass Sony. Hopefully I can also be a proud owner of a PS2, and roll on the PS3.

Reinard Kröhn, South Africa

70 odd million PlayStations in the world and you're worrying about Microsoft's megalomania. Anyway, we're not the kind of people to put a machine down because of who made it. From what we've seen, the Xbox (the hyphen has gone by they way) has the potential to be a very classy machine. But you're right, I'm sure that Microsoft haven't thought about the market at all and are about to get a right good kicking. They probably just saw how Sony entered into the console hardware market with no previous experience and made a killing while they themselves only invented the world's most used, if unloved, operating system. Ha, the fools! You're right about Sega though. If they spent less time barbecuing bandicoots and more time marketing their machine, they wouldn't be so knee deep in the donkey doo.

FAN OF FICTION

I love Lara Croft but I don't like the cartoon version. My room is filled with Lara Croft pictures. Please advertise more Lara and please send me a signed photo of Lara. My address is... [cut for your protection - Ed.]

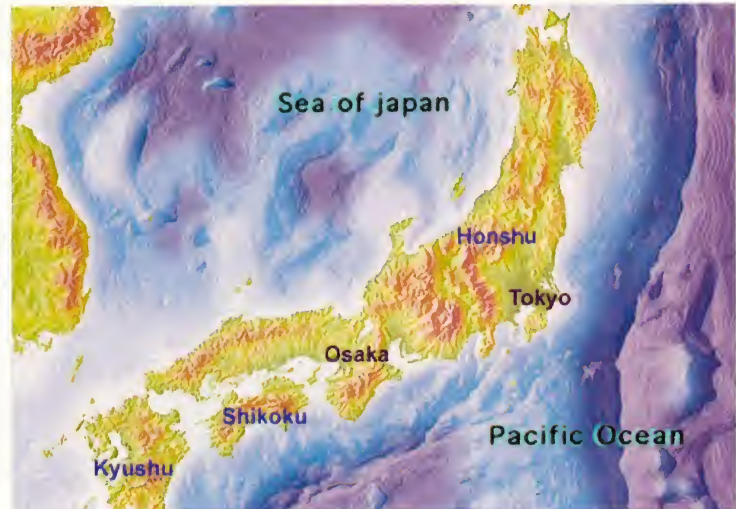
Mark Owen, Cardiff

PS: Your mag is great. If you can, please show Lara Croft. When she dies she will still live in my heart. Please write back. What is her address and phone number?
A great question. And what better

forum to discuss it than here at the heart of PLAY. Lara Croft, much like Dorothy from The Wizard of Oz, does not exist. You can pretend all you want and knock those ruby slippers together until your heels go numb, but she will still just remain a work of fiction. Many models have represented Lara by dressing up in hot pants while waving water pistols around; the latest being Lucy Clarkson. This does not constitute actual Lara existence. It just means that many models have donned hot pants and waved around water pistols. However, these ladies do have addresses and phone numbers, but since we don't condone stalking in any form, we can't give them to you. It's not all bad news - next year you'll be able to see the lovely Angelina Jolie stealing national treasures in the official movie. Down boy!

RAIN ON YOUR WEDDING DAY

I am writing this letter for anyone out there who complains about 'how Britain is always the last to release games and new consoles'. I know lots of people who are always moaning about the way Japan releases games months before Britain. Wake up you fools, of course Japan will release games early, they are usually the ones who produce them in the first place. Was it not Ken Kataragi who designed the PlayStation, a Japanese man I believe? And wasn't it also two Japanese men (Akio Morita and Masaru Ibuka) who first started Sony as a company? You see, it has always



[Above] Japan: birthplace of the games console... and raw fish for breakfast. Yum.

been the Japanese who create the latest and greatest technology, so is it not fair that they should have the games and consoles before we do? After all, Britain never produced electronic goods (such as the PlayStation), because we are an island and rely on import and export.

My final point is that if certain people had a bit more patience, then there would not be anything to complain about (at least not with the PSX) because the new games and new games consoles will eventually be released over here in Britain. The reason it takes so long is because all the games have to be converted to PAL, so that our PlayStations will run them (unless your PSX is chipped, but that usually ends in your PSX getting 'mashed up'). So if those people would just wait a while, they can get what they want and everyone is happy. After writing this letter, if

anyone complains to me again about this, I will gladly punch them. Cheers.

**Ashley Tendyra
AKA "Game Freak"
Manchester**

Interesting points there Ashley, but no, it was Ken Kutaragi who designed the PlayStation and Japan is an island with the same import and export problems as the UK. To say that Britain has never made electronic goods such as the PlayStation simply because of its island status seems to miss out on this little geographical point. You seem to be losing patience with people who have lost their patience. In the words of Alanis Morissette, "It's a black fly in your Chardonnay; It's a death row pardon two minutes too late; Isn't it ironic... don't you think" etc. >>>

arena winner
£150 from GAMEPLAY

ELECTRONIC ANAEMIA

Piracy has been bleeding the games industry since the good old days. Ah, I remember it well sitting by the fire taping *Outrun* for the ZX81 on the old tape-to-tape stereo - for half an hour we would wait! Then I would rush home, slap it in my trusty speccy and I would wait, and wait. The damn machine never loaded a game! It was the same time after time, and what has changed? My point is this; piracy has been around as long as games and it will always be there. And now Sony makes a statement that the new PlayStation2 will be pirate proof! They are kidding right? These people who copy games are not snoot-nosed kids messing with technology they don't understand. No, they are guys who have more knowledge on the subject than most normal people put together! Okay so, yeah, it may be hard to pirate software for the PS2 at the start but you can bet that six months down the line Sony will be in the same boat. DVD copying machines are now on the net and no doubt an all-new stealth chip will be on the books soon

for the new machine. Why does Sony allow companies to release peripherals that allow people to play imports/copies? Surely what they want to stop they also aid by allowing these 'cartridges' to be sold on the high street. Sony has a whole new machine, but to say it is impossible to pirate games for it is complacent to say the least. Sony has thrown down the gauntlet to the dodgy market brigade, let's hope they are right!

Glenn Spencer, Email

Your right, no matter how crafty the protection codes get someone will find a way of cracking them with new and increasingly exotic technology. Sony doesn't allow the distribution of these peripherals; they just can't do anything about it. Owning equipment that allows you to break the law isn't illegal until that law is actually broken. You may as well moan about B&Q allowing the criminal element of our country to get hold of hammers, saws, crowbars and bathroom tiles etc.



HELL'S GATES

What the hell is Konami doing turning to the Xbox? *Metal Gear Solid* is going to be made for Xbox along with *Crash Bandicoot* and *Silent Hill*. As I am a true follower of Sony and your brilliant magazine I feel very worried for what's going to happen in the future. I still have my hopes up that *Metal Gear Solid 2: Sons of Liberty* is going to be a ground breaking game along with *Shadows of Memories* and *ZOE* and the PS2 is going to be able to kick Microsoft's arse and Nintendo's (no need to mention Sega, it's already dead) because: a) Xbox is going to be aimed at a more adult market b) GameCube is going to be aimed at a younger market but the PS2 (I just can't get enough of that name) is going to be aimed at everyone because the DVD drive will entertain adults more than kids but the games and maybe Internet capabilities will entertain the younger people. As I'm definitely going to get a PS2 (see, the name's there again) I just hope the best for Sony and you, so keep up the good work.

Ann Marshall, email

We've been lucky enough to have actually seen demonstrations of the GameCube and the Xbox in action and they're both looking like excellent machines in their own right. If Konami wants to develop games for these new and powerful platforms then great, they've always supported multiple formats, why stop now? It seems that the old "my console's better than yours" debate has got well underway yet again. Oh goody.

PRICE WARS

After reading *Arena* in issue 67, I feel compelled to reply to OB, who seems incredibly disillusioned. I too am a dedicated PlayStation fan, as are millions of people around the globe. Okay, it would appear that we Brits are getting screwed concerning the price of the PlayStation2. £299 does seem to be a lot of money to pay for a new console, but take into consideration that the original PlayStation was released at approximately the same price five years ago with the same amount of peripherals (one joypad). Also, OB should take into account that the cheapest Sony dedicated DVD player is around £260 and doesn't play games; the cheapest Sony multi-region player being £100 more. Also



[Above] Bill Gates, December '77: Little did we know this mild-looking specky would end up the most universally-hated man in the world. Still, it takes all sorts!

the picture quality of the lower priced DVD players is only as good as the TV they are played on. Neither of these machines will play games. I admit that the release date slippage is annoying but surely that is giving Sony enough time to release more consoles, not favouring the American video games market. The Americans are having to pre order their consoles as well, you know, as are the majority, if not all, of the rest of Europe. As for the lack of Internet access out of the box, what's wrong with a common PC? I notice OB wrote via email. Until the Internet becomes affordable and reliable enough this, in my view, is the only way. In conclusion, if OB wants a PlayStation2 for around £120, then wait four years. I personally cannot wait that long, so I pre ordered (confirmation received earlier today!). PlayStation2 is a bargain, in comparison to the original five years ago.

Steven J Bailey, email

Fair point.

COUGHRIPOFFCOUGH

Everyone seems to be having a go at Sony for them trying to make more money out of us with the PSone and all, and I totally agree with them. Not about the PSone though, I think it's a great idea. It's exactly the same as the old PlayStation except cheaper to make for Sony so they can carry on producing them. Anyway, my query is with (believe it or not!) the PS2. Some of the peripherals and accessories that Sony has come up with are pure genius like, Dual Shock 2 and the multi-tap. However, what the hell is the point of a horizontal stand? Okay, I can see the point of a vertical stand, but why do you need a stand when it

can't even fall over? Simple: so that Sony can make money. And also, a special control pad for *Tekken Tag*? What is the point? Simple: to get more money. It's not exactly hard to play with the existing controller. Although you could argue that the more money Sony gets, the better the games will be. So my final word to Sony is to keep the good stuff coming, but enough already with the crap. Sheesh!

Dominic Harrison, Lancashire

You said it yourself really. The PlayStation2 works upright and on its side and you can play Tekken Tag with or without a special controller. Sony isn't forcing a razor blade economy on us where we're in a situation that we need to buy overly expensive extras. If you want a piece of blue plastic, then Sony will help you out. If you don't, they're not going to track you down and force you to buy one at gunpoint.

THE END MY FRIEND

Hi Ed, I'm writing to ask a very simple question. When will game designers stop making games for the PSX? I am very worried because I have owned a PSX since it first came out and I'm worried it will soon die out. Games like *Tekken*, which have always been with the PSX, have already left us and I'm worried that games like *Final Fantasy* will soon be gone too.

Daniel Bower, Nottingham

Sony has just launched the PSone, so don't worry about games drying up just yet. With the original PlayStation still selling we're going to see a healthy games market for some time yet.

arena Winner
£50 from GAMEPLAY

UNNATURAL LOVE

I like *PLAY*, but I have one complaint, in issue 66 you reviewed *Parasite Eve 2* and had a little competition with Aya and Jill. How the hell did Jill draw with that ugly nerd? Sorry, but that is not acceptable. Have you seen in-game shots? She looks like a man! Please can you get back to me about this tragedy.

Stuart Brown, Birmingham

You haven't seen the sequence in Parasite Eve 2 with Aya Brea in the shower, eh? You should, because it makes you feel like when you used to climb ropes in gym class. But hey, if killing zombies while wearing a spiffing little clubbing outfit is your bag, then more power to your oar.



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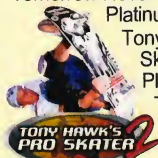
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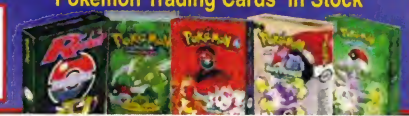
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4x4 World Trophy	1-2	62	72% Surprisingly enjoyable off-road racing!
4-4-2	1-2	26	57% Dated and disappointing Sunday league stuff.
2Xtreme	1-2	19	52% Tedious multi sports effort - fading fast.
3Xtreme	1-2	52	46% Lacks challenge, good looks, everything really.
3D Lemmings	1	01	69% Famous puzzle game, now in 3D! Average.
A Bug's Life	1	46	71% Too hard for kids, too dull for adults...
Abe's Oddysee	1	26	90% One of the most addictive platformers on the PSX!
Abe's Exoddus	1	41	92% Supersedes Oddysee as the must-have platformer!
Ace Combat*	1-2	01	81% Slightly repetitive flight sim.
Ace Combat 2*	1	23	84% Far better graphically and playability wise.
Ace Combat 3	1	59	82% Decent enough, but devoid of depth.
Action Bass	1	67	59% Passable, but severely limited.
Action Man	1	57	75% A good game... for the youngsters.
Actua Golf	1-4	10	88% Slightly dated now, but a decent enough golf sim.
Actua Golf 2	1-4	23	80% Not as good graphically, but still great fun.
Actua Golf 3	1-4	41	76% The best of the lot, but standards are now higher.
Actua Ice Hockey	1-4	32	70% A worthwhile stab at the sport, but flawed...
Actua Ice Hockey 2	1-4	48	80% Much better than the last one. Well worth a look...
Actua Soccer	1-2	04	79% Slick looking footie sim, but now very dated.
Actua Soccer: Club Ed.	1-2	22	62% Cynical re-badged version of the above.
Actua Soccer 2	1-4	28	84% Great at first, but the appeal soon evaporates.
Actua Soccer 3	1-4	42	87% Top arcade-style, simplistic football.
Actua Tennis	1-4	41	76% Not quite an ace, but still hits the spot.
Adidas Power Soccer	1-4	06	74% Great back then, now failing against the competition.
Adidas Power Soccer '97	1-4	19	52% Same game as the above, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	36	75% Fantastic-looking, but not free-flowing enough.
Adventures of Alundra	1	34	86% Engrossing and enchanting RPG.
Agile Warrior: F111X	1	03	71% Simple brainless shoot-'em-up...
Air Race	1-2	27	68% Humdrum racer offering short-term appeal.
Akuji The Heartless	1	44	78% Atmospheric arcade adventure, but very repetitive.
Alien Resurrection	1	67	93% Quake who?
Alien Trilogy	1	06	91% Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	19	51% Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	24	80% Superb comic commentary, not bad footie!
All-Star Tennis	1-4	43	70% Puts an all-new spin on the tennis ball!
All-Star Tennis 2000	1-4	64	71% Update of dated tennis game. Not too bad.
Alone in the Dark 2	1	04	77% Intriguing French 3D adventure based on PC.
Alundra 2	1	64	75% Good in 2D, crap in 3D. Buy the original!
Andretti Racing '97	1-2	11	74% Average split-screen American racer.
AK's Smash Court Tennis	1-4	49	93% The most fun you can have with a multitap...
Ape Escape	1-2	50	90% Our favourite platform game on the PlayStation!
Apocalypse	1	43	65% Big on thrills, low on lasting gameplay.
Aquanaut's Holiday	1-2	10	58% Impenetrable and dull underwater gulf.
Area 51	1-2	21	68% Rough coin-op conversion using light gun.
Armoured Core	1-2	35	69% Fun, but linear robot beat-'em-up.
Army Men 3D*	1-2	49	68% Enjoyable, but short-lived plastic warfare.
Army Men: World War	1-2	64	28% Quite awful plastic crap.
Assault	1-2	40	80% A nostalgic B-movie bug blaster.
Assault Rigs	1-2	03	81% Tron-like tank blasting game. Good link-up.
Asterix	1-2	49	60% Too much bollix and not enough frollix!
Asterix & Obelix	1	61	10% Smelly excrement masquerading as 'fun'.
Asteroids	1-2	43	70% Loses the divine simplicity of true Asteroids.
Astro Trooper Vanark*	1-2	63	79% Resident Evil meets Aliens, but very dull!
Atari Collection, The	1	21	81% Many classics. Best. Missile Command, Asteroids.
ATV Quad Power Racing	1-2	68	29% Needs another few months' work.
Auto Destruct	1	29	84% Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	14	54% Ropey racing engine, jerky action.
Azure Dreams*	1	40	70% Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	1	42	86% Spaced-out Space Invaders... great 3D fun!
Baby Universe	1	39	22% A trippy pattern-maker that just doesn't belong.
Ballblazer Champions*	1-2	22	69% Dull as dishwater futuristic sports.
Ballistic	1-2	63	92% The most addictive, and frustrating, game ever!
Barbie Super Sports	1-2	61	30% Pink, powdery and horribly sickening!
Baseball 2000	1-2	58	83% If you're into the sport, you could do a lot worse...
Bass Landing	1	56	23% Hugely unplayable and dull fishing game.
Batman & Robin	1	37	78% Half decent movie spin-off with a lasting challenge.
Batman Forever	1-2	15	41% Bloody awful film licence - avoid!
Battle Stations	1-2	25	51% Flat and unconvincing naval strategy...
Bedlam	1	25	78% Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	1	30	65% Transforming fun that's far from easy.
Beatmania*	1-2	42	60% Arcade-style head-to-head music making.
Beatmania European Edit	1-2	59	80% Fun for a while, but it's harder than house!

TOP10 shoot-'em-ups



01 POINT BLANK 2

The ultimate Guncon target test!

02 Colony Wars: Vengeance

03 R-Type Delta

04 G Police 2

05 Vigilante 8

06 Ghoul Panic

07 Future Cop: LAPD

08 Ace Combat 3

09 Omega Boost



10 TIME CRISIS

Get some practice in before the sequel!

TOP10 sports games



01 ISS PRO EVOLUTION

The best football game ever made!

02 Anna Kournikova's Tennis

03 FIFA '99

04 Int Track & Field 2

05 Total NBA '98

06 Knockout Kings 2000

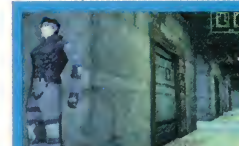
07 UEFA Striker

08 Madden '99

09 LMA Manager

10 Cool Boarders 4

TOP10 strategy/adventure



01 METAL GEAR SOLID

The best PlayStation game of all time!

02 Final Fantasy VIII

03 Resident Evil 3 Nemesis

04 Syphon Filter 2

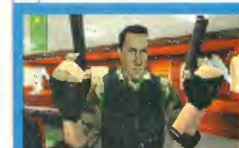
05 Tomb Raider Last Revelation

06 Dino Crisis

07 Resident Evil 2

08 Vagrant Story

09 C&C: Retaliation



10 CHASE THE EXPRESS

Not very original, but very playable...

BUYER'S GUIDE PLAYLIST

The greatest guide to PlayStation games in the world

TOP10 puzzleparty



- 01 **GUITAR FREAKS**
Learn to play tiny guitars!
- 02 Um Jammer Lammy
- 03 Kurushi Final
- 04 Super Puzzle Fighter 2 Turbo
- 05 Worms Armageddon
- 06 Bishi Bashi Special
- 07 Hogs Of War
- 08 Bust-A-Groove
- 09 Bust A Move 4



- 10 **MICRO MANIACS**
As Prescott says - it's better on foot!

TOP10 racing games



- 01 **GRAN TURISMO 2**
More of the same, but loads bigger!
- 02 Gran Turismo
- 03 Driver
- 04 TOCA 2
- 05 Colin McRae Rally
- 06 Wip3out
- 07 V-Rally 2
- 08 Ridge Racer Type 4
- 09 Crash Team Racing
- 10 Formula One '99

TOP10 platformers



- 01 **APE ESCAPE**
Innovative and addictive monkey fun!
- 02 Abe's Exoddus
- 03 Klonoa
- 04 Crash Bandicoot 3: Warped
- 05 Abe's Oddysee
- 06 Crash Bandicoot 2
- 07 Rayman 2
- 08 Toy Story 2
- 09 Crash Bandicoot



- 10 **PAC-MAN WORLD**
Pac still has his golden touch!

GAMETITLE	ISSUE	SCORE	WESAY...
Big Hurt Baseball*	1-2	●	09 81% Moderately successful sports conversion.
Big 'Ol Bass	1-2	●	62 80% A great fishing game that dares to be different!
Bio Freaks	1-2	●	41 78% Mutated, mangled, muddled mayhem.
Bishi Bashi Special	1-2	●	62 92% The best two-player party game around!
Black Dawn	1	●	15 76% Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●	12 79% Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	15 82% Clever puzzles with rotating rooms.
Blaster Master	1	●	65 65% Enjoyable at first, but soon repetitive, blasting.
Blast Radius	1-4	●	38 72% An inferior Colony Wars clone.
Blasto	1	●	38 60% Playable, yet simple looking platform shooter.
Blaze & Blade	1-4	●	42 73% Interesting four-player RPG, but it looks dire.
Bloodlines	1-4	●	47 59% A complete waste of time and effort.
Blood Omen: LOK	1	●	18 81% Be a vampire - top bloody fun!
Bloody Roar	1-2	●	34 80% A fine quality beat-'em-up.
Bloody Roar 2	1-2	●	46 82% A great improvement and very enjoyable.
Bomberman	1-4	●	50 61% Too old and dated to be truly enjoyable now.
Bomberman Fantasy Race	1-2	●	51 20% Poking yourself in the eye is more fun!
Bomberman World*	1-5	●	33 85% A fun-fuelled party game to blow you away!
Brahma Force	1	●	31 81% Stompingly good mech-warrior action.
Brave Fencer Musashiden*	1	●	44 68% A hotch-potch of gaming styles thrown together...
Breath Of Fire III	1	●	38 80% Enormous and absorbing, but looks dated.
Brian Lara Cricket	1-4	●	43 78% The indoor alternative, and it's not bad!
Broken Helix*	1	●	24 75% Absorbing 3D adventure, but bad graphically.
Broken Sword	1	●	14 84% Slick point 'n' click adventure.
Broken Sword 2	1	●	28 90% Beautifully intuitive point 'n' clicker.
Brunswick Pro Bowling	1-6	●	45 61% An admirable effort to recreate a dull sport.
Brunswick Pro Bowling 2	1-2	●	62 44% More like a sub-game lacking the main bulk...
Bubble Bobble	1-2	●	11 85% Arcade fun from the early Eighties.
Bubsy 3D	1	●	15 69% Passable 3D cartoon romp.
Bugs Bunny: Lost In Time	1	●	51 75% Accomplished fun, but not outstanding.
Burning Road	1-2	●	12 76% Turbo nutter action with big trucks.
Bushido Blade*	1-2	●	20 94% Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	●	35 80% Very disappointing sequel.
Bust-a-Groove	1-2	●	41 89% Platform-wearing party gaming!
Bust-a-Groove 2*	1-2	●	53 88% A virtual disco on a disc, minus the whistle posse!
Bust-a-Move 2	1-2	●	08 88% Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●	30 88% Once you pop, you can't stop!
Bust-a-Move 4	1-2	●	43 86% Muddled and slightly OTT sequel.
Buster Bros Collection*	1-2	●	22 86% Pang gets the 32-bit treatment.
Capcom Generations 2*	1-2	●	41 85% This pack features Ghost 'N' Goblins. Quite fab!
Capcom Generations 4*	1-2	●	43 68% This pack features Commando. Not really worth it!
Cardinal Syn	1-2	●	34 85% Great gory action flawed by the control system.

DVD SPY Latest DVD Movies Reviewed

Here we take a peek at the biggest DVD releases every month, home and abroad. No player? Why not build up a collection ready to watch on your PlayStation2?

Erin Brockovich
Region 2 UK Retail PAL

Though John Travolta's dreary drama *A Civil Action* may have put you off films about legal battles over polluted water, don't let it stop you from seeing *Erin Brockovich*. Enjoyable more for its superb (true) story than any stunning directorial merit, EB on DVD also scores well for the deleted scenes, director's commentary and great picture.
rating ★★★★★

Madonna: Ultimate Coll
Region 2 UK Retail PAL

Two hours of Madge. Should you be impressed by the gap-toothed moose of pop, there's no greater stocking filler this year than *Madonna: The Ultimate Collection* on DVD. Packaging as it does both the *Immaculate Collection* disc and *The Video Collection 93:99*, many of the soney harlot's hits are here. Except, sadly, *Justify My Love* and *Music*.
rating ★★★★★

Stuart Little
Region 2 UK Retail PAL

Recently gaining attention for its work on Paul Verhoeven's corridor horror *Hollow Man*, Sony Pictures Imageworks shows its softer side with the splendid CG elements of *Stuart Little*. Okay, being about an orphaned mouse (voiced by Michael J Fox) which is adopted by a human family, this one's meant for the kids, but it's not actually that bad...
rating ★★★★★

Edward Scissorhands
Region 1 US Import NTSC

When Johnny Depp didn't seem like such a pretentious twit, he played Edward, an unfinished morbid experiment in physiology with scissors for hands. Tim Burton's creepy fantasy fairytale returns in a brand spanking new Tenth Anniversary Edition, buffed and shined to look as good as new, with some nice special edition extras, like commentary.
rating ★★★★★

High Fidelity
Region 1 US Import NTSC

Well, for us at least, the simple phrase on the box, "From the guys who brought you *Grosse Pointe Blank*" was enough to sell us the movie. John Cusack plays a record store owner who can't seem to sort out his life the way he can his enormous vinyl collection. Anamorphic, deleted scenes, cast and crew interviews, the lot.
rating ★★★★★

Jacob's Ladder
Region 1 US Import NTSC

It's hard to believe this unsettling nightmare was crafted by the same hands that brought you yuppie friendly sob flick *Ghost*, but it's true. Screen scribe Bruce Joel Rubin tackled the less heavenly side of death with the gritty and brilliant *Jacob's Ladder*, presented here in anamorphic (if slightly scratchy) glory, along with deleted scenes and stuff. Super.
rating ★★★★★

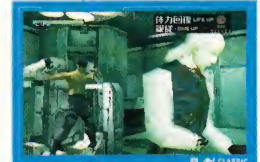
New DVD movies reviewed from home and abroad...

Want free delivery? Want to save money? Get your Region 2 DVDs at www.adigitalworld.co.uk

arcade shoot-'em up beat-'em-up first-person shooter party/puzzler platformer racing game sports title strategy/adventure

GAMETITLE	ISSUE	SCORE	WESAY...	
Carnage Heart	1	23	57%	Dull robot strategy adventure on the moon.
Casper	1	12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	1-2	51	42%	Thrill-free motorbiking, steer away from it!
Championship Bass	1-2	63	60%	Fishy, stagnant and boring.
Chaos Break*	1	60	66%	A deeply inferior Resident Evil clone.
Chase The Express*	1	61	82%	A great game, although sadly lacking originality...
Cheesy	1	15	50%	It certainly is!
Chessmaster 3-D	1-2	08	68%	Chess. On PlayStation. Hmm...
Chessmaster II	1-2	52	52%	A decent portrayal of the complex strategy game.
Chill	1-2	33	56%	Uninspired and jerky snowboarding game.
Chocobo Racing*	1-2	49	40%	Cheap and nasty karting.
Choro Q*	1	11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	22	85%	More cars, big miniature fun.
Choro Q Wonderful*	1-2	54	66%	Not wonderful, just plain dull...
Chronicles of the Sword	1	18	43%	Tedious adventure - avoid!
Circuit Breakers	1-4	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	18	78%	Slow moving 3D adventure.
Civilization II	1	47	79%	Big on challenge, bad on looks.
Clock Tower	1	27	83%	Stylish, and utterly chilling murder mystery!
Clock Tower II*	1-2	59	73%	A mildly entertaining survival horror point & clicker.
Colin McRae Rally	1-2	37	93%	Rally gaming at its best!
Colin McRae Rally 2	1-2	64	93%	The best rally game ever. Even better than the first!
Colony Wars	1	27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	1	42	93%	Improves greatly on the first. An epic!
Colony Wars: Red Sun	1	60	92%	The slickest shoot-'em-up in the galaxy!
Command & Conquer	1	16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	29	90%	The last word in real-time wargames.
C&C: Retaliation	1-2	41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	1-2	16	62%	Scrappy arcade shoot-'em-up from Konami.
Constructor	1	44	81%	Very addictive tongue-in-cheek sim game.
Contra Adventure, The*	1	42	49%	A truly bad sequel to a 16-Bit classic.
Cool Boarders	1	16	82%	High speed stunts on a snowboard.
Cool Boarders 2*	1-2	26	81%	An accomplished snowboarding game...
Cool Boarders 3	1-2	42	84%	The best snowboarding game on the PlayStation!
Cool Boarders 4	1-2	59	86%	Another great addition to the series.
Countdown Vampires (The)	1	62	76%	Cheap and tacky Resident Evil clone.
Courier Crisis	1	30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	29	86%	Crash returns in style!
Crash Bandicoot 3: Warped	1	43	91%	The best Crash game on the PlayStation.
Crash Team Racing	1-4	56	88%	Great fun, but too slow in multiplayer...
Crazy Climber 2000*	1	61	13%	Boring, ugly, impossible to control and pointless.
Cricket 2000	1-2	60	80%	A bit rough around the edges, but quite playable...
Crime Killer	1	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	40	45%	A rather arthritic Fighting Force.
Critical Depth	1-2	32	72%	Above average underwater blaster.
Criticom	1-2	04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbo	1	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	1	49	84%	Up there with the big boys!
Crow: City of Angels	1	21	21%	Absolute shite!
Crusader: No Remorse	1	18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2	18	38%	Blocky, dreary, shoddy shooter.
Cyber Tiger	1-4	57	86%	A very fun and engrossing golf game...
Cyberia	1	04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	1	02	65%	Putrid futuristic Hi-Octane-style racer
D	1	06	69%	Mediocre 3D adventure - slow.
Dark Forces	1	17	75%	Appalling Star Wars conversion.
Darklight Conflict	1	22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2	10	88%	Very playable beat-'em-up from a coin-op.
Darkstalkers 3*	1-2	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	1-2	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	34	91%	Neat fighting game complete with wobbly t'ts!
Deathtrap Dungeon	1	33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	06	66%	Was good, now utter cack!
Descent 2	1-2	24	63%	Almost the same game. Not that fun to play.
Destruga	1-2	53	35%	A very drab and uninspired beat-'em-up.
Destruction Derby	1-2	01	80%	PSX showpiece and good two-player.
Destruction Derby 2	1	14	82%	Better, but lacks link-up - bah!
Destruction Derby Raw	1-4	64	75%	Improves little on its aging predecessor.
Devil's Deception	1-2	32	68%	Intriguing and challenging, but looks a bit dodgy.

TOP10 platinum



- 01 METAL GEAR SOLID**
The greatest game ever - for 20 quid!
- 02 Gran Turismo
03 Tekken 3
04 Resident Evil 2
05 Colin McRae Rally
06 Driver
07 Crash Bandicoot 3: Warped
08 Die Hard Trilogy
09 Final Fantasy VII



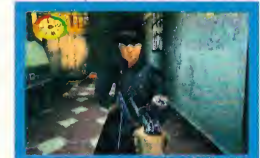
- 10 RIDGE RACER TYPE 4**
Still worth a look at this price!

TOP10 beat-'em-ups



- 01 TEKKEN 3**
The best fighting game around!
- 02 Soul Blade
03 Street Fighter Zero 3
04 Dead Or Alive
05 Bloody Roar 2
06 Street Fighter EX2
07 Bushido Blade
08 Marvel Vs Capcom
09 Kensei: Sacred Fist
10 Tekken 2

TOP10 first-person



- 01 MEDAL OF HONOR**
Classy wartime shootout!
- 02 Alien Resurrection
03 Quake II
04 Duke Nukem
05 Forsaken
06 LifeForce Tenka
07 Final Doom
08 Exhumed
09 Resident Evil Survivor



- 10 ALIEN TRILOGY**
Very old, but still fun to play...

BUYER'S GUIDE PLAYLIST

The greatest guide to PlayStation games in the world

FAVE J-games

This month: superb nutty Japanese games

There are over 800 games for PlayStation in Britain. There are 3000 in Japan. With that massive number comes enormous variation. Combined with the extremities of Japanese design, the peculiarities of the culture and the fact that videogames were born there, superior invention is inevitable...



Suzuki Bakuatsu

One of the best import-only titles available started out like a bizarre photo album, but quickly turned out to be an ingeniously designed bomb disposal game. Crippling addiction soon followed.

Kanpai! ★★★★★



ARIGATO Of The Month!

Power Shoveling

Beautifully indicative of the culture, what could please the Japanese more than a game which asks you to perform punishing but necessary construction tasks, only to receive small bonuses in reward?

Kanpai! ★★★★★



Masked Rider 3

Skilfully manages to make groovy polygonal figures appear exactly like men in creature suits, such as those used in the TV show. Oddly under-powered motorcycle transport and enthusiastically sung theme song help considerably.

Kanpai! ★★★★★



Let's Go By Train

Efficiently make your way from station to station, keeping the tight schedule given, to succeed in this long running J-classic. Enjoy the knowledge that you're doing an adequate though menial job.

Kanpai! ★★★★★



GAME/TITLE	ISSUE	SCORE	WESAY...
Devil's Dice	1-5	43	84% Devilishly difficult, but fiendishly fun!
Diablo	1-2	34	74% Fun, but repetitive arcade role player.
Die Hard Trilogy	1	11	92% Utterly brilliant, three film games in one.
Die Hard Trilogy 2	1	61	72% Too little too late, a real disappointment.
Digimon World*	1	67	60% It's a world of hurt!
Dino Crisis*	1	52	94% Every ounce the monster it promised to be!
Discworld	1	01	74% Unfunny cartoon adventure.
Discworld II	1	28	80% Humorous off-the-wall adventuring...
Discworld Noir	1	57	66% A Discworld departure... that doesn't work.
Disney Racing	1-2	64	70% Great for kids who don't know better...
Disruptor	1	14	87% Impressive 3D Doom clone.
Diver's Dream	1	48	76% Just like Tomb Raider, only underwater!
Dodgem Arena	1-4	43	50% Unsuccessful future sports fusion.
Doom	1-2	03	93% Top link-up, but now looking dated.
Dr Slump	1	66	45% Doctor, I've got this little problem...
Dracula: The Resurrection	1	66	20% Fangs, but no fangs...
Dracula X*	1	21	84% The import version of Castlevania.
Dragon Ball Z GT: Final Bout*	1-2	29	39% Dismal beat-'em-up.
Dragon Valor	1	63	74% A sadly wasted opportunity. Should have been big.
Driver	1	50	94% Believe the hype, a fantastic game.
Duke Nukem	1	29	90% Fantastically playable shoot-'em-up.
Dukes Of Hazard, The	1-2	59	20% Terrible, almost unplayable nostalgic racing.
Dynasty Warriors*	1-2	25	71% Restrictive and bizarre beat-'em-up, but pretty.
EA F1 Championship 2000	2	67	59% A slapdash Formula 1 title.
Eagle One: Harrier Attack	1-2	59	80% An accomplished aircraft shoot-'em-up!
Earthworm Jim 2	1	12	69% 16-bit fun, but the joke is wearing thin.
ECW Hardcore Revolution*	1-2	61	76% Accomplished and enjoyable...
ECW Rulz	1	68	40% Matches frequently reach near farcical proportions.
Einhander*	1	31	87% Another genre sewn-up by Square. Breathtaking!
Epidemic*	1	19	71% Slow and boring disease adventure.
Eliminator	1	46	52% Should turn its guns upon itself.
Ehrgeiz	1-2	59	78% Too shallow to be a fighter or an RPG.
ESPN Extreme Games	1-2	02	73% Tiresome sports, no fun at all!
Eternal Eyes	1	65	45% Lacklustre blend of RPG and Pokémon.
Euro 2000	1-2	63	70% It may be official but it's not the best!
Everybody's Golf	1-4	36	85% Highly enjoyable, fast-paced party golf game.
Everybody's Golf 2	1-4	62	83% Fun and rewarding, just like real golf is!
Evil Zone	1-2	50	62% Huge special effects, tiny gameplay.
Evo's Space Station Adventure	1	66	25% Evo over we go!
Excalibur 2555 AD	1	19	77% Imaginative and lush RPG.
Exhumed	1	25	84% Compelling Egyptian 3D shoot-'em-up.
Exite Stage 2000*	1-2	68	45% This offering from Epoch represents a real step backwards.
Explosive Racing	1	25	75% Quick and playable racing, but not all new.
Extreme Pinball	1-2	07	54% Miserable pinball sim with bad physics.
Extreme Snow Break	1	34	09% Extremely crap.
FA Premier League STARS	1-4	52	64% Nice idea, but too irritating to play.
Fade To Black	1	09	81% Gripping sci-fi alien adventure!
Fantastic Four	1-4	26	69% Hardly fantastic, but playable.
Fear Effect	1	60	70% Sci-fi: that's all looks and little else!
FIFA '96	1-4	03	81% Unexceptional lootee flannel.
FIFA '97	1-4	15	70% Graphically better, but plays worse.
FIFA '99	1-8	42	91% The best FIFA game ever!
FIFA 2000	1-8	56	72% The legend is sullied by this poor update.
FA Premier League Stars	1-2	66	60% An innovative but flawed kick-about.
FIFA: Road to World Cup 98	1-8	29	88% Plays well, but the subject matter is dated.
Fifth Element, The	1	40	50% Thoroughly disappointing - rent the movie instead!
Fighter's Impact*	1-2	23	76% Dated and blocky 3D beat-'em-up. Buy Tekken 2 instead.
Fighting Force	1-4	27	89% Brutally destructive two-player action.
Fighting Force 2	1	57	74% Old skool fighter with limited appeal.
Final Doom	1-2	13	82% New levels, but otherwise the same.
Final Fantasy Anthology*	1	58	83% The old games, all polished-up nicely!
Final Fantasy VII	1	27	93% The final word in adventure!
Final Fantasy VIII	1	54	96% The greatest RPG to grace the PlayStation.
Final Fantasy Tactics*	1	32	90% Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	05	78% 16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	03	85% Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2	15	64% Ganish cartoon cop adventure. Dodgy.
Fisherman's Bait	1-2	53	62% A fairly enjoyable fishing game.
Fluid	1	38	78% Fleeting but interesting diversion.
Football Manager 2001	1	67	70% Double entry book-keeping: the game...
Formation Soccer*	1-2	24	58% Expensive and dated-looking lootee guff!
F1 2000	1-2	62	91% For a corking current F1 game, look no further.
Formula 1	1-2	11	84% Exhilarating and glorious F1 sim!

arcade shoot-'em up beat-'em-up first-person shooter party/puzzler platformer racing game sports title strategy/adventure

GAMETITLE	Issue	SCORE	WESAY...	
Formula 1 '97	1-2	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	41	68%	Enormously disappointing - just rubbish!
Formula 1 '99	1-2	55	92%	The best Formula-1 game to date...
F1 Racing Ch'ship	1-2	63	68%	It's F1 racing but in the slow lane...
Formula One 2000	1	68	75%	This installment introduces little in real innovation.
Formula Karts: SE	1-2	28	75%	Too simplistic for mass appeal.
Forsaken	1-2	35	84%	Nice engine, but the gameplay ages badly.
Frenzy	1	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	27	69%	Genuinely disappointing frog-'em-up.
Front Mission 3*	1-2	62	84%	Mechal gear solid! A destructive delight!
Future Cop: LAPD	1-2	40	94%	The best isometric blaster we've ever seen!
Gallop Racer*	1-2	55	46%	Mundane horse racing sim.
Gauntlet Legends	1-4	65	49%	Time to lay down the Gauntlet games.
G-Darius	1-2	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	27	84%	Atmospheric, pulse-raising 3D arcade thrills!
G-Police 2	1	52	92%	Improves on the original in every way...
Galaxian 3*	1-4	10	69%	Repetitive and confusing shooter.
Gale Gunner*	1-2	63	56%	Stinking space soap opera. Snoresville!
Galerians	1	63	84%	Akira meets Resident Evil and it's explosive!
Gekido	1-2	62	65%	Proof enough that scrolling beat-'em-ups are dead!
Gex	1	06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	33	89%	Good in its day, but you'll soon get tired of it!
Gex: Deep Cover Gecko	1	47	82%	More of the same, and still boring!
Ghost In The Shell	1	34	73%	Nice package, but strictly for Mangaphiles!
Ghoul Panic	1-2	62	78%	Good, light-hearted ghoulish-shootin' fun.
Global Domination	1	46	63%	Too complicated to be fun.
Goal Storm*	1-2	01	69%	Disappointingly slow, fails to score...
Goo Goo Soundy*	1-2	55	35%	Utterly disturbing Bust-A-Groove clone.
Grandia	1	60	87%	A top-notch RPG, but pig-ugly!
Granstream Saga, The*	1	38	76%	Absorbing, but a bit on the easy side.
Gran Turismo	1-2	31	97%	The best racing game ever made!
Gran Turismo 2	1-2	59	92%	Another generation of racing paradise!
Grand Theft Auto	1	30	88%	Criminally addictive road rage!
Grand Theft Auto: London	1	49	69%	A bit Turkish delight!
Grand Theft Auto 2	1	56	79%	A surprisingly playable sequel!
Grind Session	2	65	85%	A fine addition to the skateboarding genre.
Grid Run	1-2	15	53%	Banal maze game with few rewards.
Guardian's Crusade	1	50	40%	Tired and very boring adventure game.
Guilty Gear*	1-2	38	43%	Extravagant fighter, undone by its own effects.
Guitar Freaks*	1-2	55	85%	Get the guitar peripheral and this rocks!
Gunbarl*	1-2	40	83%	Addictive shooting sequel to Point Blank.
Gun Bullet*	1-2	26	85%	A real blast for one or two players...
Gungage*	1	54	59%	Pretty but repetitive old skool shoot-'em-up.
Gunship	1	08	68%	Has not stood the test of time well.
Gun Shooting, The*	1-2	60	14%	A terrible step backwards...
Hard Boiled	1	25	29%	A disastrously wasted licence...
Hardcore 4X4	1-2	15	81%	Hellish and repetitive off-road action.
Hard Edge	1	48	83%	Provides a few new twists to the genre.
Heart Of Darkness	1	38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	02	53%	Worthless cartoon platform banality.
Hexen	1	21	35%	One of the PSX's worst ever games!
High Heat Baseball*	1-2	63	45%	Beating yourself with barbed wire is more fun
Hi-Octane	1-2	03	80%	Reasonable Bullfrog racer.
Hogs Of War	1-4	64	90%	Fantastically good strategy. An absolute must.
Horned Owl*	1-2	05	73%	Poor excuse for a light-gun game.
Hydro Thunder	1-2	60	22%	Pitiful attempt at racing on waves...
Hyper Tennis	1-4	11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	05	54%	Good back then, now utter tripe!
In Cold Blood	1	64	89%	Bond does 'point and click'. Smooth.
Incredible Hulk, The	1	17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	21	47%	Wretched film-inspired nonsense!
Infestation	1	66	33%	Infinite space equals infinite boredom!
International Moto X*	1-2	21	77%	Moderate motorbike racer.
Iron Soldier 3	1-2	68	70%	Your foes come in various shapes and sizes.
ISS Deluxe	1-4	17	83%	16-bit footie conversion, no frills.
ISS Pro	1-4	22	84%	Sharp, tight and accomplished football.
ISS Pro '98*	1-4	38	92%	Nearly as good as the N64 version. Brilliant!
ISS Pro Evolution	1-4	55	97%	Quite simply the greatest footie game ever made!
Int Track & Field	1-4	09	85%	Superb multiplayer sports special!
Int Track & Field 2	1-4	59	90%	Better than the first, with a wider variety of events!

HEAD-TO-HEAD

TimeSplitters VS Unreal Tournament



TimeSplitters

In your face, brash and shallower than a spit bath are just nine words you could use to describe *TimeSplitters*' take on the first-person shooting genre. Nodding its head so vigorously towards the classic *Doom* that it almost snaps its neck, this is a pure action blaster that boasts a huge cache of weaponry, masses of bad guys to mince and one of the finest level designers we have ever seen. The graphics are brighter and generally more cartoony than *Unreal* (they're also a good deal more 'jaggy') but can be shifted at great speed, giving four-player death matches that blitzkrieg feeling followed by a brief "who was that?" Q and A session. With an overall construction in tune more with the 'Ahnolt' Swartzenegger fan than Sung Tzu, and actual enemy AI limited to the 'dying en mass' attack made so popular during World War one, *TimeSplitters* is an intense assault on your senses.

Genocide at hyper speed!



Unreal Tournament

Who needs a reason to shed blood anyway? *Unreal Tournament* gets rid of any notion that first-person shooters require narratives by simply focusing all its guns on multiplayer. Frantic battles spill out over huge levels ranging from Norman castles to the outside of space ships where players can be blown out into the void. This is beautifully realised gaming; from the balance of the weapons to the blood-soaked gore of a close ranged gibbing. You can even slow the whole game down by fifty percent and engage in some John Woo-style bullet ballets. *Unreal Tournament* is one of the first PlayStation2 titles to embrace FireWire and USB technology. With two machines linked together you can have eight-way stand offs. Add a USB mouse and keyboard and you've got spot-on PC-style controls and Internet play is on the way...

Smarter than the rest!

Big PS2 blasters settle their differences in a shootout...

BUYER'S GUIDE PLAYLIST

The greatest guide to PlayStation games in the world

TOP 5 joypads



- 01 DUAL SHOCK** SCE
Still the best pad available...
- 02 Viper** BLAZE
- 03 Analogue+** JOYTECH
- 04 Dual Impact** NU-GEN
- 05 Shockhammer** THRUSTMASTER

TOP 5 lightguns



- 01 ASSASSIN** NU-GEN
Closest to murder this side of the law...
- 02 Scorpion** BLAZE
- 03 G-Con 45** SCE
- 04 Eraser** BLAZE
- 05 Pump Action** ACCESS LINE

TOP 5 joysticks



- 01 PRO SHOCK** BLAZE
Easy on the eye, responsive to the touch.
- 02 Twin Shock Arcade** BLAZE
- 03 EagleMax** ACT LABS
- 04 Arcade Stick** NAMCO
- 05 PS Arcade** INTERACT

TOP 5 wheels



- 01 TOP GEAR** LOGIC 3
Still the best wheel we've used.
- 02 Dual Force** GAMESTER
- 03 Jordan GP V2** JOYTECH
- 04 Racing System** ACT LABS
- 05 V3 Racing Wheel** INTERACT

TRIVIA corner

- Which green felt frog is the star of *Muppet Monster Adventure*?
- What linked the gentlemen who represented the *PlayBots* in last month's issue?
- Which global pop star takes his throne in *Ready 2 Rumble 2*?
- What is the name of Sony's latest *PlayStation* motorbikes game?
- Name last month's cover game.

The answers are at the bottom of page 124.

GAMETITLE

GAME	SCORE	WESAY...
Iznogoud	1	33 34% An exceptionally bad platformer.
Jade Cocoon	1	54 86% A stunning, if simple, adventure game.
Jackie Chan Stuntmaster	1	63 74% Hi-flying hi-jinks with the king of kung-fu!
Jedi Power Battles	1-2	63 67% Once again the good name of Star Wars is mud.
Jeremy McGrath Super Cross '98	1-2	37 70% Plenty of options, but not as good as Moto Racer.
Jersey Devil	1	30 83% Devilish gameplay, well worth a look!
Jet Rider	1-2	18 85% Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	31 78% Fun, but essentially more of the same.
Jet Rider 3	1-2	58 53% Puke-evoking and terribly ugly!
Jimmy White's Cueball 2	1-2	63 62% More like a pub sim than anything else
Johnny Bazookatone	1	04 71% He's supposed to be cool. He's not.
Jo Jo's Bizarre Adventure*	1-2	57 70% An extremely odd beat-'em-up!
Jonah Lomu Rugby	1-2	20 86% Accurate and enjoyable rugby sim.
Judge Dredd	1-2	28 62% Fantastic licence, disappointing game.
Jumping Flash	1	01 87% Highly imaginative first-person platformer.
Jumping Flash 2*	1	08 86% Psychedelic sequel to the above (only better).
Jurassic Park: Warpath	1-2	58 62% A daft idea and a wretched game...
Kensei: Sacred Fist	1-2	49 74% An average fighting game.
Kick-Off '97	1-2	25 68% Doesn't do the name justice!
Kick-Off World	1-4	36 77% An average game replete with great options.
Kileak The Blood	1	01 57% Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	1	05 65% The same only with a '2' at the end.
K-1 King Of Kings	1	66 10% More like Court Jester!
Killer Loop	1-2	54 68% An enjoyable alternative to Wipeout.
Killing Zone*	1-2	08 57% Contemptible beat-'em-up. Avoid.
King Bowling	1-4	02 37% Uninspiring cartoon bowling sim. Duff.
King's Field	1	06 61% Long-lasting RPG, looks crap though.
Kingsley's Adventures	1	53 60% Uneventful kids-orientated platformer.
King Of Fighters '95*	1-2	11 62% Utterly pointless 2D beat-'em-up!
King Of Fighters '96*	1-2	24 59% Rips off every fighting game. Still crap though.
KKND Krossfire	1-2	48 83% Hugely enjoyable C&C clone.
Klonoa: Door to Phantomile*	1	30 83% Fast and loveable Japanese platformer.
Knockout Kings	1-2	43 80% Pound the greatest boxers of all time. Ace!
Knockout Kings 2000	1-2	56 84% Better and more accessible than the original.
Konami Antiques Vol. 1	1-2	31 58% Varied, but dogged with too much rubbish!
Koudelka	1	67 76% A promising romp, marred by dull combat.
Krazy Ivan	1	04 61% Good when it came out, but it has dated badly.
Kula World	1-2	35 83% Innovative puzzle fun with balls!
Kurushi	1	27 88% Ultra high quality puzzler.
Kurushi Final	1-2	54 90% Criminally addictive like Tetris, only more clever!
Land Maker	1-2	64 65% Bizarre puzzler. Bizarrely enjoyable. Bizarre!
Last Report, The	1	33 27% An utterly awful, unrewarding point and click!

INTERNET ZONE Getting Wired



Best Videogame Site

Bookmark
www.fighters.net

Fighters.net

Beat-'em-ups have come a long way since the days of *Exploding Fist*, the best of them now taking months, if not years of dedicated practice to master.

For the want of a good guide many players don't even get to see their favourite fist-fest's hidden depths - and this is where *Fighters.net* calmly steps into the ring, offering a goldmine of info' on the most demanding fighting games. If you've ever wondered what Mai's saying when she taunts her opponents in *KOF Evolution*, how to pull off a half decent combo in *Jo*

Jo's Bizarre Adventure, or what glitches exist to give you the upper hand in *X-Men Mutant Academy* then *Fighters.net* is the place for you.

By far the best thing about the site are the numerous Quicktime movies which actually SHOW you how the best combos play out - if a picture is worth a thousand words then an animation must be priceless... a word which sums up this site perfectly. The *Fighters.net* community is highly active, if you're like-minded enough, and easy to navigate for the rest of us. Absolute class.

rating ★★★★★

Combo-culture-cracking!



Best Non-Videogame Site

Bookmark
www.jibjab.com

Jibjab

Office lifestyles have come a long way since upsetting work experience placements with photocopies of genitalia was the only way to waste time.

Now we have Internet-capable computers, email and the geniuses at *Jibjab* to help us through those tricky Tuesday afternoons. It's amazing how time flies when you're watching short cartoons about old men being attacked by squirrels. *Jibjab* is a constant source of quality entertainment. It can always be relied on if you really need to slash away whole afternoons listening

to alternative US presidential campaigns when you really should be writing columns about the Internet. It's great! You can even use it to impress your friends by sending them animated cards of fat blokes on springs or by downloading screensavers that announce to everyone that you have spent the day doing sweet Fanny Adams. In a time when we're spending more and more of our lives in an unnatural office environment, it is nice to know that someone out there is prepared to put in so much time and effort to help you sack it all off.

rating ★★★★★

Procrastinato-tastico!



Best Totally bizarre Site

Bookmark
www.stainboy.com

Stainboy

Stainboy is Tim Burton's latest creation and he's available free to anyone equipped with a computer that's faster than a speeding locomotion and the ability to display greyscale images.

Each episode takes us through another day in the life of the much set-upon Stainboy, a superhero whose only power is his ability to stain. The series is drawn, animated and directed by Burton himself and is scored by long-time musical partner, Danny Elfman. Part one pits our highly unlikely hero against another deviant - sick, no-

good-to-society freak of nature; a girl who just stares. And from there on this stylish animation really starts to get heavy on the weird. The Internet is the fastest growing arena for fledgling animators to showcase their talents. With practically no overheads to worry about, pretty much anyone can display their work in this new medium. It's also a great way to look into the low-key pet projects of one of America's most creative filmmakers. Hell, if this site doesn't inspire you to try your hand at taking on Disney, you've already been lost.

rating ★★★★★

Anima-beauty!

arcade shoot-'em up beat-'em-up first-person shooter party/puzler platformer racing game sports title strategy/adventure

GAMETITLE	Issue	SCORE	WESAY...
Lattice	1	66	30% What the hell is this?
Legend	1-2	41	79% Hack 'n' Slash as it used to be.
Legend Of Kartia	1-2	51	43% Too linear, too boring, too Japanese...
Lemmings (Oh No...)	1-2	43	81% Re-released mind-bending puzzler!
Le Mans 24 Hours	1-2	58	80% Decent enough endurance racer...
Libero Grande	1-2	42	67% Interesting footie sim, but confusing to follow!
Lifeorce Tenka	1	20	86% Grisly polygonal Doom clone - flashy.
Little Big Adventure	1	19	83% Outstanding graphical adventure!
Livewire	1-2	46	63% Fast and furious 3D, but awkward to play.
LMA Manager	1-2	55	94% The best football management game, ever!
Lomax in Lemmingland	1	14	70% Dull as dishwater platform game.
London Racer	1	65	15% Avoid at any cost. The road to hell.
Lone Soldier	1	02	43% Overrated Rambo rubbish!
Lord Of Fist*	1-4	57	73% A decent enough four-player fighting game.
Lost Vikings 2, The	1-2	23	72% Playable platform strategy. Looks old though.
Lost World, The	1	25	79% Stunning-looking platformer, but shallow.
Lunar Silver Star*	1	51	67% Nothing new, but an engrossing RPG...
MDK	1	27	90% Brilliantly conceived 3D shooter.
Machine Hunter	1-2	22	72% Decent Paradroid-inspired shooter.
Macross Plus*	1	68	60% Overall, this is best left to the Macross anime purists.
Madden '97	1-4	12	81% Solid and playable US football sim.
Madden '98	1-8	29	82% A line, albeit rough-looking Gndron game.
Madden NFL '99	1-8	39	89% The best NFL game on the PlayStation.
Madden 2001	1-4	68	80% The playbooks are very comprehensive and should satisfy.
Martian Gothic	1	68	38% Damn fine story. Beleaguered gameplay.
Marvel Super Heroes*	1-2	30	87% A highly playable beat-'em-up.
Marvel Vs Capcom	1-2	59	83% Milking it or loving it? The latter, but only just.
Marvel Vs StreetFighter*	1-2	48	84% Nice looking, but the gameplay runs away from you.
Magic Carpet	1	06	57% Badly dated by today's standards.
Mass Destruction*	1	30	80% Enjoyable, destructive tank romp...
Max Power Racing	1-2	45	75% Introduces some nice new touches, but still...
Maximum Force	1-2	32	37% Pales into insignificance beside Time Crisis.
Mechwarrior 2	1	19	81% Top class big robot shoot-'em-up!
Medal of Honor	1-2	57	95% A deeply engrossing GoldenEye clone. Brilliant.
Medievil	1	40	86% Death has never looked so appealing.
Medievil 2	1	62	89% A darker, funnier side of platform games...
Mega Man 8*	1	21	82% Playable and colourful, but ultimately shallow.
Men In Black	1	37	35% Painfully unplayable movie tie-in.
Metal Gear Solid	1	42	97% The best PlayStation game ever released!
MGS: Special Missions	1	54	92% The perfect compliment to the greatest game ever!
Metal Slug*	1-2	26	74% Top maiming action, but not enough of it.
Michael Owen's WLS '99	1-4	43	88% A good game, spoilt by the presence of bugs.
Mickey's Wild Adventure	1	12	79% Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	19	92% Blistering racing game. Fantastic!
Micro Maniacs	1-4	61	86% Manic fun in multiplayer mode!
Midnight Run	1	31	60% Humdrum racer with short-term appeal.
Mille Miglia	1-2	68	75% A refreshing take on the racing genre.
Millennium Soldier Expendable	1-2	56	79% Explosive shooting action, but very shallow...
Missile Command*	1-2	60	24% Old, nasty, and should be buried!
Mission Impossible	1	55	70% Dire graphics mask compelling gameplay!
MLB 2001*	1-2	63	60% Yet more Yankee cricket. How dull.
MoHo	1-2	65	69% Freaky but flawed futuresports.
Monaco GP	1-4	48	88% A surprisingly accomplished racing game!
Monkey Hero	1-4	45	75% An above-average Zelda clone.
Monopoly	1-4	28	75% A fun and faithful conversion of the original.
Monster Rancher	1	68	65% Slow paced monster breeding game.
Monster Rancher*	1-2	37	68% Short-lived virtual pet novelty.
Monster Rancher 2*	1-2	60	76% Lacking originality, but quite enjoyable.
Monster Trucks	1	18	74% Competent, but dull off-roader.
Mortal Kombat 3	1-2	01	81% Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	1-2	38	87% Homicidal battery at its best.
MK Mythologies	1	29	71% Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	1-2	14	92% Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	26	86% A seat-of-the-pants roller coaster ride.
Moto Racer 2	1-2	40	87% A superb sequel that's huge entertainment.
Moto Racer World Tour	1-2	68	60% A superior motocross title.
Motorhead	1-2	34	79% A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	10	79% Highly playable cartoon racer.
Mr Domino	1	37	72% Original, but lacks a lasting challenge.
Mr Driller	1	68	89% Obsessives of the world unite!
MTV Snowboarding	1-2	56	85% Trick combo heaven, but a tad glitchy.
Muppet Monster Adv.	1	68	86% Professional alternative to that damn dragon!
Muppet Race Mania	1-2	62	90% Racing so good, it's silly!

LATEST game9adgets

So many new bits and pieces appear in the shops each month, competing for your cash. How do you decide which add-ons are worthy of connection to your PlayStation? Read this, me lad, that's how.

FreeStyler Board

Are you one of the many people whose lives are burdened by the diminished realism of playing skateboarding and/or snowboarding games with a standard hand-operated controller? Do you suffer from operational frustration? Well wait, this could be exactly what you're looking for! The FreeStyler plugs right into your PlayStation and replicates directional commands as you tilt it from side to side with your feet, just like a real skateboard/snowboard! Two jumbo sized programmable buttons can be stomped on to take care of those other foot-based commands, and there's a little hand-held pad to do everything else. Whoa! Radical!

rating ★★★★★



Rave Station

The silent karaoke is certainly catching on, with dancing games getting better and selling more copies all the time. The trouble is, most were converted from the arcade and were never meant to be played with anything as boring as a joypad. Most flimsy overpriced dance mats, imported from Hong Kong, feel too papery to take much abuse and, as such, hamper grooving. The lovely Rave Station is a good deal tougher and grips way better due to its rough surface, though it will still creep slowly across the carpet during a game. The best mat!

rating ★★★★★



CD Multipack

Each slim multipack case has room for six CDs. PlayStation discs or DVDs, plus a little pocket for the manual or liner notes, yet they're only a touch wider than a single CD jewel case. Your discs are pampered by soft padding where the playing surface lies and total protection on the graphics side, meaning fingerprints, dust and scratches can be easily avoided when travelling with your beloved software. However, thin and flexible plastic construction makes the pack-of-six asking price of £17.99 seem, well, very high.

rating ★★★★★



BUYER'S GUIDE PLAYLIST

The greatest guide to PlayStation games in the world



The database of the best PS2 games can be found here...



01 Dead Or Alive 2

Undoubtedly the best PlayStation2 game so far, Dead Or Alive 2 is a blistering title. Sumptuous visuals, stunningly defined characters, birds with really large knockers, more action than you could imagine and a frame rate to make your eyes bleed, make this an absolute must!



02 Ridge Racer V

The earliest PlayStation2 game brought back the thrill of the best Ridge Racer games, and combined that with the most wonderful control you'll find in an arcade racer. Not the best title to show off PS2's abilities as far as graphics are concerned, but great fun.



03 Tekken Tag

Coming in at number three, TTT isn't at our top spot because of its rushed appearance. Slow and cumbersome compared to DOA2, it still manages to pack a wallop. Stuffed with hundreds of moves, this is the serious gamers' beat-'em-up. It just needs a little time.



04 Smuggler's Run

A splendid physics engine gives Smuggler's Run an outstanding feel, involving much abuse of powerful vehicles upon punishing terrain that sprawls across luxurious 'go anywhere' locations. Real-time damage and obscene draw distance seal the deal.



05 Fantavision

It's easy to look at Fantavision as nothing more than a PS2 tech demo, featuring as it does promiscuous use of colour, lighting and particle effects. Underneath is a fabulous little sweetie of a puzzle game, which lets you set off loads of fireworks on your TV! Cool!

Also available on import...

Armored Core 2 Be an angry mech with loads of impressively powerful weapons. Destroy big stuff at will. Read Japanese text.
Gungnir Blaze More giant mech action, though this shouldn't be overlooked - good effects, good controls, good shootin'!

GAME/TITLE	issue	SCORE	WE SAY...
Resident Evil: Director's Cut*	1	83%	Not worth getting if you already own the original.
Resident Evil 2*	1	96%	A truly spectacular sequel and utterly terrifying!
Resident Evil 3 Nemesis*	1	90%	Removed as a sequel, but more action-packed!
Resident Evil Survivor	1	80%	Innovative, but cheaply produced and repetitive...
Retro Force	1-2	43%	Don't even go there! A really bad shoot-'em-up.
Return Fire	1-2	84%	Average 3DO split screen army romp.
Re-Volt	1-2	64%	Messy and quite unplayable in places.
Revolution X	1-2	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Rhythm and Face	1-2	65%	Mad bad memory game. Weird or what?
Ricky Carmichael's Motocross	1-2	65%	A must for enthusiasts, but otherwise tiresome.
Ridge Racer	1	75%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	84%	A better game, with link-up and nicer cars.
Ridge Racer Type 4	1-4	92%	Frighteningly fast arcade racing game.
Riot	1-2	72%	Moribund futuristic sports - like Rollerball.
Rise 2: Resurrection	1-2	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	35%	Boardgame - there's no contest.
Rival Schools	1-8	89%	Not as fast and fluid as the Japanese version.
Rival Schools 2*	1-8	78%	Fast-paced but hollow school scrapping.
Roadsters	1-2	80%	Fast and furious arcade racing, but lacking depth.
Road Rage	1-2	24%	Detestable and trashy shoe-box sim. Ugh!
Road Rash	1-2	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	36%	Disappointing sequel with no guts.
Robopit	1-2	55%	Abominable robot beat-'em-up.
Robotron X	1-2	85%	Classic gameplay, very fast, we prefer the original.
Rock & Roll Racing 2	1-2	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	80%	Enjoyable 3D adventure. For smash get Dash!
Rogue Trip	1-2	41%	Motoring madness with knobs on.
Rollcage	1-2	46%	Stomach-churning racing mayhem at its finest.
Rollcage Stage II	1-2	60%	Good fun, but not a vast step-up from the first.
Ronaldo V-Football	1-2	64%	Speedy but one for beginners!
Ronin Blade	1	80%	Great hack 'n' slash fun, but very limited.
Rosco McQueen	1	88%	You play with fire, you get this sizzling game!
Rugrats	1	46%	Made for kids, but it's still rubbish.
Runabout*	1	77%	Highly playable racer, but way too short.
Runabout 2	1-2	83%	An improvement over the last one.
Running Wild	1	46%	A feeble attempt at a themed racing game.
Saga Frontier 2	1	62%	Too dull, even for a role-playing game!
Salamander Deluxe Pack	1-2	25%	Aged, but enjoyable Eighties shoot-'em-up.
Sampras Extreme	1-4	09%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	62%	Should be called Samurai Slowdown!
San Francisco Rush	1-2	41%	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	39%	A fine, albeit rough-looking Gridiron game.
Sensible Soccer	1-2	44%	A pointless, almost sacrilegious release.
Sentient	1	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	61%	Rough-looking and very repetitive strategy game.
Shadow Madness	1	58%	Fun but unrewarding adventuring.
Shadow Man	1	53%	A stinking, crusty turd of a game...
Shadow Master	1	29%	Nice try, but lacks variety...
Shadow Tower	1-2	61%	Exceedingly dull, out of date RPG!
Shellshock	1	06%	Passable tank game, now looks basic.
ShockWave Assault	1	03%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	30%	Uninspiring, run-of-the-mill racer.
Side By Side Special 2*	1	57%	Breaking down in a desert is more fun than this!
Silent Bomber	1	62%	An all-round explosive package!
Silent Hill	1	51%	Scary as hell, but rough around the edges.
Sim City 2000	1	12%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1	10%	Grotesque import beat-'em-up.
Skull Monkeys	1	31%	Pleasurable plasticine playability.
Sled Storm	1-4	54%	Snowboarding with engines... superb stuff.
Small Soldiers	1-2	42%	Not small on action. Bad film, good game!
Smash Court Tennis	1-4	16%	Supremely playable, addictive cartoon tennis.
Smash Court Tennis 2*	1-4	44%	Entertaining, but not too dissimilar from the last!
Snow Racer	1-2	35%	Nice-looking, yet disappointing alpine racer.
Sno Cross	2	67%	A novel but flawed racer snowmobile racer.
Soccer '97	1-4	20%	UK teams version of Olympic - very playable!
Soul Blade*	1-2	17%	The best weapons-based beat-'em-up on PSX!
Soul Reaver: Legacy Of Kain	1	50%	Better and darker than Tomb Raider...
South Park	1-4	56%	Exceedingly lame and repetitive.
Soviet Strike	1	14%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	1	57%	Frenetic, but tiresome 3D shooter...
Space Invaders	1-2	56%	Addictive for a couple of hours, after that forget it!
Space Hulk	1	10%	Claustrophobic and intense 3DO strategy game.

arcade shoot'em up beat'em-up first-person shooter party/puzzler platformer racing game sports title strategy/adventure

GAMETITLE	Issue	SCORE	WESAY...	
Space Jam	1-6	21	39%	Pants cartoon basketball game, based on the film.
Spawn: The Eternal	1	34	49%	Dull and imaginative adventure from hell!
Special Ops: Stealth Patrol	1	64	85%	War fans'll love it. Rainbow Six is beaten. (Not hard.)
Speedball 2100	1-2	68	69%	A hugely disappointing update of a classic.
Speed Freaks	1-4	52	90%	The greatest karting game ever...
Speedster	1-2	20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	37	25%	Total waste of Spice... cheap though!
Spider*	1	20	75%	'On rails' arachnid platformer. Can get boring.
Spin Jam	1-4	64	44%	If you understand it feel free to tell us.
Sports Car GT	1-2	48	71%	No thrills racer lacking any kind of sheen.
Sports Superbike	2	67	45%	Biking on a budget...
Spot Goes to Hollywood*	1	20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	1	41	88%	A polished platformer, but devoid of challenge.
Spyro The Dragon 2	1	55	90%	Builds on the original to become a classic!
Stahlfeder*	1	06	65%	Old-style vertical shoot'em-up - too easy.
Star Gladiator	1-2	16	88%	Competent beat'em-up from Capcom.
Star Ixiom*	1	56	64%	A good enough shooter, but the gameplay is dated.
Star Ocean	1	61	75%	Too text heavy and not enough action...
Starblade Alpha	1	02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1	08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Episode One	1	54	70%	Disappointing and crude-looking action adventure.
Star Wars: Masters of Teras Kasi*	1-2	30	74%	A great licence, but somewhat wasted.
Starwinder	1	13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	30	58%	One to rent, not to buy!
Streak	1-2	42	59%	Pretty bad hoverboarding game...
Street Fighter Alpha	1-2	07	88%	Classic 2D beat'em-up, now been replaced.
Street Fighter Collection	1-2	29	67%	Some stones are best left unturned!
Street Fighter EX Plus	1-2	25	91%	It's absolutely EX-cellent!
Street Fighter EX2 Plus	1-2	62	82%	Seems a bit dated now, but still pretty solid!
Street Fighter: The Movie	1-2	01	35%	Utter crap.
Street Fighter Zero 2*	1-2	12	89%	Simple, colourful graphics - total gameplay!
Street Fighter Zero 3*	1-2	45	93%	The best Street Fighter game ever released!
Street Racer	1-8	14	84%	Childish Mario Kart wannabe, good multi-player.
Street Skater	1-2	48	78%	Good for a laugh, but not challenging enough.
Street Skater 2	1-2	62	74%	Mild fun, but it's still no Tony Hawk!
Street Scooters	2	67	30%	Four wheels good, two wheels bad...
Strider 2*	1-2	62	50%	Very old school gaming, but still a riot!
Strikepoint*	1-2	14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	01	73%	Extremely playable, but now extremely dated.
Suikoden	1	16	80%	Endearing and lasting Manga RPG.
Superbike 2000	1-2	60	37%	More like push-bike than super-bike!
Supercross 2000	1-2	58	38%	If you like the sport, you'll hate this!
Super Puzzle Fighter 2*	1-2	18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	11	84%	Chaotic Wacky Races-style multi-player romp.
Suzuki Bakuatsu	1	67	92%	Bomb defusing suddenly got sexy!
Swagman	1	21	82%	Proficient cutesy overhead cartoon adventure.
Sydney 2000	1-8	66	62%	A poorly designed button-blaster.
Syndicate Wars	1-4	22	85%	We love the smell of napalm in the morning!
Syphon Filter	1	48	93%	A vast, sprawling adventure that rocks!
Syphon Filter 2	1-2	60	93%	A sequel to surpass all sequels!
T'ai Fu	1	47	72%	A bored, lazy moggy of a game.
Tail Concerto*	1	59	74%	Harmless and enjoyable adventure.
Tail Of The Sun*	1	22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	42	77%	Endearing Japanese role-playing hokum.
Tarzan	1	55	50%	Uninspired platform-by-numbers. Dull.
Tank Racer	1-2	47	79%	Crushingly good, action-packed fun...
Team Buddies	4	67	38%	Obscene. Unfunny. Avoid.
Terracon	1	66	80%	Enjoyable yet repetitive blasting action.
Tekken	1-2	01	84%	Was the ultimate 3D beat'em-up, still decent.
Tekken 2*	1-2	07	95%	Brilliant 3D beat'em-up - an essential purchase!
Tekken 3*	1-2	34	97%	Undoubtedly the greatest beat'em-up around.
Teletubbies	1	59	60%	Toddler-pleasing tubby fun!
Tenchu	1	40	77%	Dark and deadly assassination action.
Tenchu 2	1	66	91%	Superlative snooping. Spectacular!
Tennis Arena	1-4	28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6	18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4	1-2	28	86%	Enough to blow your gasket!
Test Drive 5	1-2	42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	32	88%	More fun than a hospital could ever be!
Theme Park	1	01	86%	Build your own Alton Towers - very in-depth.

TOP30 of the Millennium

We invited readers of all Paragon magazines and Total Games to vote on their favourite games of the millennium. Here's your results for PlayStation...



01 METAL GEAR SOLID

The best PlayStation game ever!



02 GRAN TURISMO

The undisputed king of the road!



03 TEKKEN 3

The fiercest fight on PlayStation!



04 TOMB RAIDER

Lara Croft's original ace adventure!



05 RESIDENT EVIL 2

Still the best of the bunch!



06 FINAL FANTASY VII

It made RPGs popular with the masses!

TOP30 all format Winners

- 01 GoldenEye NE64
- 02 Metal Gear Solid PlayStation
- 03 Gran Turismo PlayStation
- 04 Tekken 3 PlayStation
- 05 Tomb Raider PlayStation
- 06 Resident Evil 2 PlayStation
- 07 Sonic The Hedgehog MegaDrive
- 08 Final Fantasy VII PlayStation
- 09 Worms PlayStation
- 10 Driver PlayStation

- 11 Resident Evil
- 12 Final Fantasy VIII
- 13 Zelda 64
- 14 Street Fighter II
- 15 Super Mario Kart
- 16 Mario Kart 64
- 17 Quake II
- 18 Tomb Raider III
- 19 Tomb Raider II
- 20 FIFA 2000
- 21 Super Mario World
- 22 Grand Theft Auto
- 23 Silent Hill
- 24 WWF Attitude
- 25 Super Mario 64
- 26 Tony Hawk's
- 27 FIFA '99
- 28 Dino Crisis
- 29 Syphon Filter
- 30 Tomorrow Never Dies

Thanks for all the votes readers!

BUYER'S GUIDE PLAYLIST

The greatest guide to PlayStation games in the world

MUSO disc

You can watch the latest music videos from home and abroad on your PlayStation2.

When people talk about the added value in PlayStation2's ability to play DVDs, they're normally carried away with the idea that you can watch digital movies. There's no better format to buy your films on, but that's not all DVD has to offer. The WhiteDisc Music Promo features all the latest music videos doing the rounds on MTV and The Box, with rock hard digital picture and sound, meaning you no longer have to call up Select with your finger hovering over the record button to get that favourite video for yourself.

There's a new one every month, so it's never out of date, and you can subscribe to receive all the discs as they are released, or buy one-offs that take your fancy. Granted, it has a bit of a dance/biza bias sometimes, but the glossy Britney's and Kylie's make up for that. Though older, disc 009 is a bit of a classic thanks to Britney's Oops!... video and ODB's Got Your Money. Here's the full list:

Louise - 2 Faced; Steps - Summer Of Love; Craig David - Seven Days; Armand Van Helden - Koochy; Morcheeba - Rome...; Alice Deejay - Will I Ever; Detroit Grand Pu Bahs - Sandwiches; Big Bass - What You Do; Frankie Goes To Hollywood - Power Of Love; Shaggy - Dance & Shout; Artful Dodger - Woman Trouble; Mandy Moore - I Wanna Be With You; Gerling - Dum Dums - Can't Get You Out Of My Thoughts; Ultravox - Desire; Steven Gately - New Beginning; ODB - Got Your Money; Brassouth - Celebrate Life; Shanks & Bigfoot - Sing Along; Junkie XL - Zero To Nine; Orishas - A Lo Cubano; Busta Rhymes - Get Out; Angie Stone - No More Rain; Samantha Mumba - Gotta Tell You; Britney Spears - Oops! I Did It Again; Gitta - No More Turning Back

Available for £19.99 per disc, the DVD can be obtained from WhiteDisc (0161 429 0012, whiteDisc@mondiale.co.uk)

NEW Fads

What's going on? Every month a daft new fad infects the minds of our citizens...



It's time to tackle the WHASSUP CROWD. This concerns an army of braindead goons with weak accents for whom beer and phones represent the ultimate entertainment.

It all comes from a Budweiser commercial you see, where apparent comedy is achieved as a group of young male friends greet each other with the infectious term, "Whassup?" when conversing via the telephone. Those of us who buy plane tickets or simply enjoy access to the Internet have already endured the fad once, six months ago, when the ads aired in the US. We are not in need of a tedious reminder from hooch dribbling goons. True.

GAMETITLE	Issue	SCORE	WESAY...
Theme Park World	1	61	84% A complex, yet thoroughly rewarding sim!
The Table Tennis*	1-2	68	15% Only table this sick release should be on is the operating one.
This Is Football	1-8	56	79% Too slow and limited to be a contender.
Thousand Arms*	1	56	84% A deeply engrossing RPG
Thrasher: Skate & Destroy	1-2	58	80% Not as good as Tony Hawk, but a decent alternative.
Three Lions	1-2	35	80% Pretty, but sluggish to play. Not worth the hype!
Tiger Woods '99	1-4	44	50% Nice licence, shame about the golf game!
Tiger Woods PGA 2000	1-4	60	62% Not a great golfing game, but passable. Just.
Time Commando	1	11	78% Restrictive, but graphically impressive adventure.
Time Crisis*	1	24	90% Stupendous light-gun shooting action. Top.
Tiny Tank	1-2	59	85% Comedic death at its very best!
Toma Runner vs L'Arc-en-Ciel*	1-2	68	50% Winning is incredibly easy and boredom soon sets in.
Tobal No. 1*	1-2	12	94% Cracking high-res beat-'em-up with quest mode.
Tobal 2*	1-2	22	92% Highly advanced sequel. More of everything!
TOCA World Touring Cars 1	1	66	93% GT who?
Tokyo Highway Battle	1	20	73% Great concept, let down by low overall speed.
Tombi*	1	31	56% Unrewarding, dated platformer/RPG.
Tombi 2	1	64	85% An excellent piece of platforming action
Tomb Raider	1	14	94% Superb Indiana Jones-style 3D adventure.
Tomb Raider II	1	28	95% A fine sequel that easily surpasses the first.
Tomb Raider III	1	43	93% A decent and enjoyable second sequel.
Tomb Raider: TLR	1	56	90% The best of the lot, albeit slightly unoriginal!
Tommi Mäkinen Rally	1-2	37	39% The turkey of rallying games!
Tomorrow Never Dies	1	57	52% On par with the new film as being a Bond killer!
Tony Hawk's Skateboarding	1-2	54	88% Unbeatable, authentic skating bliss...
Tony Hawk's Skateboarding 2	1-2	65	92% Finest skater, bar none.
Top Gun: Fire at Will	1	09	76% Lack-lustre combat flight sim based on the film.
Toshinden	1-2	01	76% First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	1-2	05	74% Far worse than the original. Avoid like plague.
Toshinden 3	1-2	25	78% An average beat-'em-up. Nothing more.
Toshinden 4	1-2	66	23% Four beat-'em-ups and a funeral.
Total Drivin'	1-4	26	84% Thrilling racing with excellent variation.
Total Eclipse Turbo	1	02	69% Poor third-person shoot-'em-up.
Total NBA '96	1-8	05	81% The best basketball game on PSX, until...
Total NBA '97	1-8	20	87% The most advanced basketball game ever, until...
Total NBA '98	1-8	36	93% So good it walks on water, the best bar none!
TOCA: Touring Car	1-2	27	92% Really fast, really fun, really racing!
TOCA: Touring Car 2	1-2	42	94% Non-stop clutch burning bliss!
Toy Story 2	1-2	59	73% Looks good, but is boring and frustrating...
Transformers Beast Wars*	2	67	10% Not how we'd all like to remember the Transformers.
Transport Tycoon	1	24	78% Absorbing strategy about transport networks.
Trap Runner	1-2	48	70% Alright for a while, but you'll soon get bored.
Trash It	1-4	24	55% Average hammer-based puzzle game.
Treasures of the Deep*	1	27	83% Atmospheric underwater adventure.
Trick 'n' Snowboarder	1-2	58	85% Capcom's own stab at snowboarding...
Triple Play 2000	1-2	49	91% The best baseball game ever released!
Tron Bonne	1	64	70% An odd gaming combo that's worth a peek.
True Pinball	1	05	65% Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	10	87% Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	02	65% Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	02	78% Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2	16	88% Remarkably compelling two-player blast-a-thon!
Twisted Metal 3	1-2	43	69% Not nearly twisted enough!
UEFA Champions League '99	1-4	47	80% Too similar to WLS '99
UEFA Champions League 2000	1-4	61	86% A vast improvement over the original...
UEFA Striker	1-2	55	92% Simple, arcade-style football, very enjoyable.
Um Jammer Lammy*	1-2	49	88% Addictive and amusing guitar action!
Unholy War (The)	1-2	41	70% Flawed, but offers pretty exciting two-player combat.
Urban Chaos	1	62	40% Chaotic from start to finish!
V2000	1	40	82% Uncompromising, thinking man's shoot-'em-up.
Vagrant Story*	1	61	92% Wait for the PAL version and this'll be awesome!
V-Ball Beach Volley Heroes	1-2	35	30% A game that won't let you play it!
Vampire Hunter D	1	63	53% Sucks in every sense of the word
Vandal-Hearts*	1	22	81% Very Japanese fantasy strategy RPG.
Vandal Hearts II	1	61	84% Engrossing and very playable adventure game.
Vib Ribbon	1	65	91% Truly unique dancing platformer.
Victory Boxing	1-2	13	79% Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	40	84% Frantic flying fist action in a corking sequel.
Victory Boxing Challenger	1-2	62	80% Crap to look at, but still enjoyable to play.
Vigilante 8	1-2	36	94% Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	1-2	59	83% More of the same with little improvement.
Virtual Golf	1-4	09	61% Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	17	68% Great PC game, awkward and slow on PSX.

* Indicates an import review

PLAYLIST BUYER'S GUIDE

arcade shoot'em up beat'em-up first-person shooter party/puzzler platformer racing game sports title strategy/adventure

GAMETITLE	Issue	Score	WESAY...
VMX Racing	1-2	35	45% <i>Dodgy-looking and, frankly, unplayable racer.</i>
V-Rally	1-4	23	87% <i>Fast and accurate rally sim with great split-screen.</i>
V-Rally 2	1-4	51	93% <i>World class action, an absolute must!</i>
Viva Football	1-4	45	79% <i>Some good ideas included, but the controls are odd.</i>
Viper	1	38	46% <i>Dark and linear helicopter shoot'em-up.</i>
Vs	1-2	36	72% <i>Slick, but simplistic street fighting.</i>
V-Tennis	1-2	21	75% <i>Bland tennis game. Get Sampras or Smash Court.</i>
Wacky Races	2	67	44% <i>Tacky Races more like Sheesh.</i>
Warcraft 2: The Dark Saga	1	24	86% <i>Utterly compelling medieval strategy fest!</i>
Wargames	1-2	37	60% <i>Limited tactical warfare sim.</i>
Warhammer: SOTHR	1	14	82% <i>Unbelievably complex, but rewarding war game.</i>
Warhawk	1	03	68% <i>Distinctly average helicopter shoot'em-up.</i>
War Of The Worlds	1	56	58% <i>A repetitive turkey shoot with a hint of strategy...</i>
Warzone 2100	1	48	87% <i>Very challenging and very sharp strategy game.</i>
WCW Nitro	1-2	35	80% <i>One of the best wrestling games on the PlayStation.</i>
WCW Vs The World	1-2	24	79% <i>Nothing new or exciting here!</i>
WCW/NWO Thunder	1-2	44	85% <i>The best so far, but still room for improvement.</i>
Wild 9	1	39	72% <i>A decent platformer, but we've seen it all before.</i>
Wild Arms*	1	24	85% <i>Hugely enjoyable RPG with serious challenge.</i>
Wild Arms 2	1	65	75% <i>Nice, but it'll never be Final Fantasy.</i>
Wild Rapids	2	67	30% <i>Sombre kayaking.</i>
Williams' Arcade's Greatest	1-2	08	84% <i>Decent retro pack. Best: Robotron, Defender.</i>
Wing Commander III	1	06	82% <i>Expensive space opera, involving plot.</i>
Wing Commander IV	1	22	67% <i>Even more costly, but minus originality.</i>
Wing Over	1-2	27	50% <i>Dated airborne shoot'em-up.</i>
Wipeout	1-2	01	89% <i>A state-of-the-art pop culture racer. Now weary.</i>
Wipeout 2097	1-2	13	93% <i>Far better than Wipeout - a stunning game.</i>
Wip3out	1-4	54	94% <i>Phenomenal futuristic anti-gravity fun...</i>
Wip3out Special Edition	1-4	64	89% <i>Enjoyable but smells like 'cash in' to us.</i>
World C'Ship Snooker	1-2	62	78% <i>A good crack, if you like that sort of thing...</i>
World Cup '98	1-8	36	86% <i>Captures the hype of the event... but it's all over now!</i>
World Cup Golf	1-8	05	71% <i>Wholly rendered golf sim. Better than average.</i>
World League Soccer	1-4	35	88% <i>Very playable, but lacking in long term challenge.</i>
Worms	1-4	01	92% <i>Crap looking, but oh-so playable in multiplayer.</i>
Worms: Armageddon	1-4	57	92% <i>A brilliant sequel that'll blow you away!</i>
Wreckin' Crew	1-2	36	83% <i>Addictive tongue-in-cheek racing game.</i>
Wrestlemania	1-4	01	74% <i>Wrestling - not a real sport. Game sucks.</i>
Wu-Tang: Taste The Pain	1-4	56	86% <i>Gang-bangin four-player brilliance!</i>
WWF Attitude	1-4	52	84% <i>An entertaining and engrossing wrestle-fest.</i>
WWF Smackdown	1-4	61	92% <i>The best wrestling game available!</i>
WWF Warzone	1-4	39	85% <i>Again nothing new, but it's decent enough...</i>
X2	1-2	15	77% <i>Amazing looking shoot'em-up, but too hard!</i>
X-Com: Enemy Unknown	1	06	82% <i>Compelling turn-based strategy adventure.</i>
X-Com: Terror from the Deep	1	15	88% <i>Deeply involving underwater strategy game.</i>
X-Files (The)	1	53	78% <i>A dated flick-screen concept, but compelling...</i>
X Games Pro Boarders	1-2	45	35% <i>Poor quality snowboarding game.</i>
Xena: Warrior Princess	1	57	78% <i>A strangely compelling old-skool beat'em-up.</i>
Xenocracy	1	37	70% <i>Not an epic, but fun and engrossing.</i>
X-Men Vs Street Fighter*	1-2	34	82% <i>Flashy and vibrant, but the Saturn wins this time!</i>
X-Men Mutant Academy	1-2	66	70% <i>Utterly formulaic fighting sim.</i>
Xevious 3D/G*	1-2	23	72% <i>Collection of every Xevious game. Not bad.</i>
Yeh Yeh Tennis	1-4	65	35% <i>Come back Pong, all is forgiven!</i>
YoYo's Puzzle Park	1-2	49	87% <i>A worthy platformer from the golden age of 2D!</i>
Yusha	1-2	30	60% <i>Nice-looking, but dated in gameplay.</i>
Z	1-2	29	85% <i>Hard as hell, but intensely rewarding.</i>
Zeitgeist*	1	01	51% <i>Incredibly slow shoot'em-up. Worthless.</i>

HARD Copy

Crucial books with tenuous links to the interests and lifestyles of console gamers.

FLAME WARS

Amazon.co.uk # 411.95

Electronic disputes rage across the planet's networks every day. Wanna join in?



Ever wandered into a newsgroup and come out with a swollen lip? Ever opine in a chat room and spend two hours fending off comments about your mother?

Or perhaps you got into the worst case of all, a mailing list debate that turned nasty, where increasingly senseless and venomous textual attacks can last for days, weeks, even months.

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TOP5 saveslots

The games we have been playing, saved lovingly to our office memory cards.



SILENT SCOPE

The absolute office favourite for competing, this is an ace PS2 shooter.



DRIVER 2

It's been so long coming that we just keep playing Driver 2 to make sure it's real!



SPIDER-MAN

Will's dreadful performance with the boss characters kept Spidey busy all month.



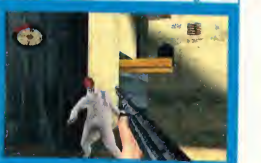
SMUGGLER'S RUN

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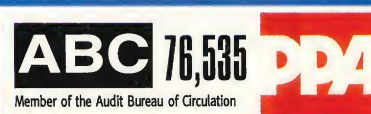
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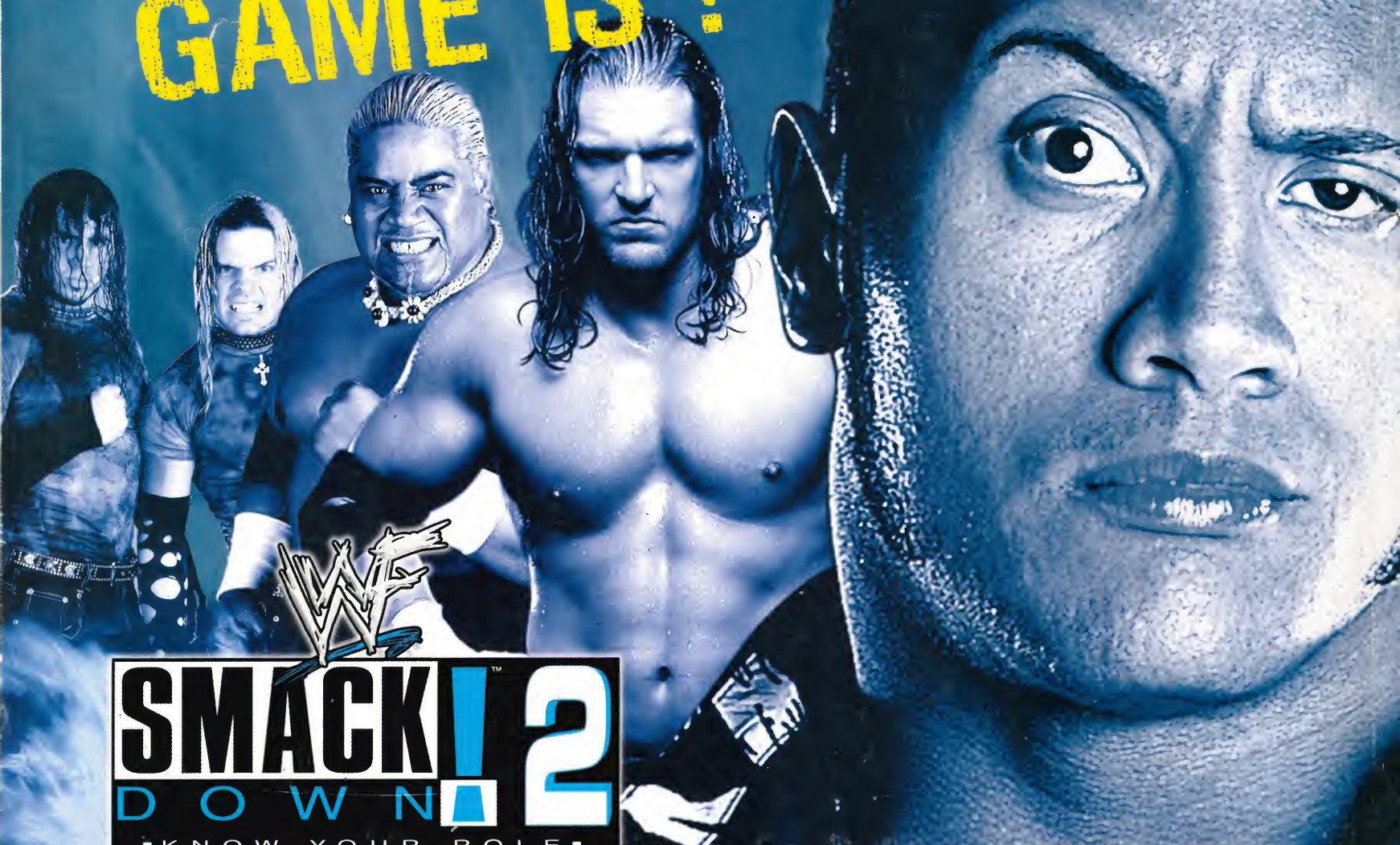
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